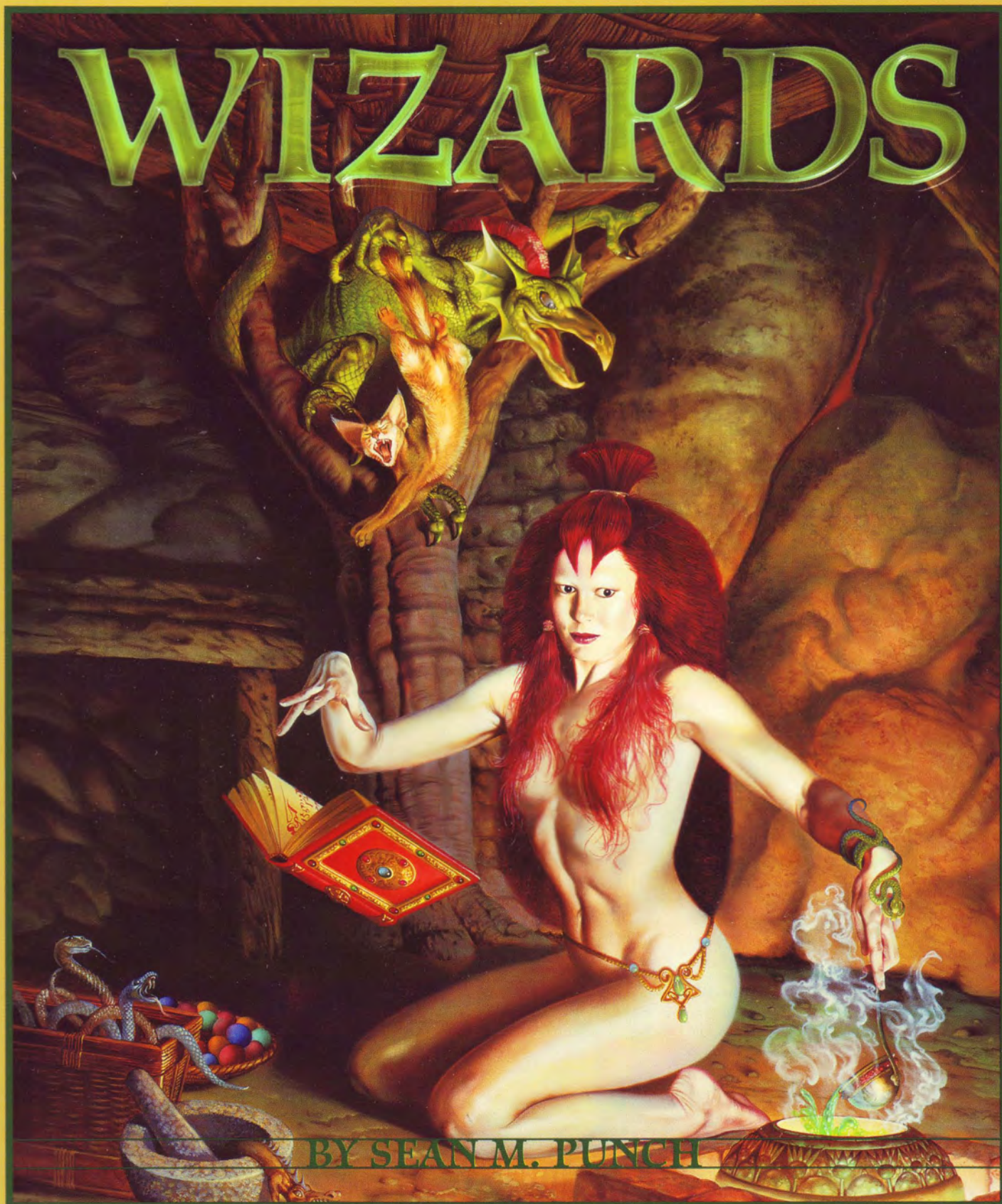


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FIRST EDITION
PUBLISHED APRIL 1998

GURPS Basic Set, Compendium I: Character Creation, and GURPS Magic are required to use this supplement in a **GURPS** campaign. Certain templates are more useful when used in conjunction with ***Grimoire, Martial Arts, Psionics, Religion, Supers*** or ***Voodoo***. The essays on the roles of wizards in legend and fiction are useful no matter what game you play.

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G U R P S

WIZARDS



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GURPS *Wizards* was originally planned as a book of ready-made wizard characters. While it was waiting for a slot in our production schedule, though, a lot of thinking took place. We realized that *GURPS* didn't have a whole lot of support for new players, and that wizards were especially baffling because they required the player to be familiar with not just *Basic Set*, but also another book like *Magic* or *Voodoo*. When *Black Ops* came out with *templates* in it, we had an epiphany: we could make *Wizards* a book of wizard templates. The rest, as they say, is history.

Wizards is the first *GURPS* book to contain the template system (pp. 4-9), which sets out guidelines that authors and GMs can use to spell out their expectations of what characters should be capable of in a given setting. This lets even the newest player get right into the action without having to peruse hundreds of pages of rules. This system will one day replace the *Random Characters* rules on pp. B84-85 as *GURPS*' "quick-start" system.

Using This Book

Wizards contains 28 templates. Each one consists of a description of a particular wizardly character type, a list of abilities to choose from when making such a character (along with an explanation of how they were chosen), some suggestions on how to customize the character, and advice on how to fit the template into a campaign. Each template is accompanied by four sample characters.

A few notes on this presentation:

- We've limited ourselves to *GURPS Magic*, but those who have *Grimoire* should feel free to add spells from that book. Where *Grimoire* is required, this has been noted.
- The sample characters are inspired by the templates and not constrained by them. They illustrate how a player might customize a character built from a given template. In keeping with the way many players think, some of these are fairly radical departures from the norm!
- The templates all assume TL3 fantasy, the "native" genre of wizards. Other kinds of wizards are possible, however, and we've illustrated this with examples.
- To save space, we've omitted Literacy and Illiteracy from sample character write-ups if they would cost 0 points. Sample characters from TL5+ backgrounds are assumed to be literate, as are high-Status characters from some TL4- settings (e.g., *Imperial Rome*). See the appropriate worldbook for details.

About the Author

Sean "Dr. Kromm" Punch is the *GURPS* line editor and overall *GURPS* guru at SJ Games. The editor of numerous *GURPS* books, he is also the co-author of *GURPS Fantasy Folk*, Second Edition, compiler of *GURPS Compendium I & II*, and designer of *GURPS Lite*. He is presently writing *GURPS Undead*. Sean has been a fanatical gamer since 1979. His other interests include cinema, military science, tigers and wine. He and his wife, Bonnie, presently live in Montréal, Québec with four cats and one bird.

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: www.io.com/~ftp/GURPSnet/www/.

Page References

See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, CII to *Compendium II*, G to *Grimoire*, M to *Magic, Second Edition*, MA to *Martial Arts, Second Edition*, MI to *Magic Items*, P to *Psionics*, R to *Religion*, SU to *Supers, Second Edition* and VO to *Voodoo*.

Creative Freedom

You never have to choose a template: you can always create a character from whole cloth, and many experienced players will wish to do exactly that. Note that it's possible to mix characters created with and without templates in the same campaign. Since templates are *not* specially priced package deals (see *Discounts*, p. 6), characters made from templates are 100% compatible with characters made using the detailed character creation rules.

Templates and the Rules

Templates are *guidelines*, not rules. They are an introductory tool, a GM's (or author's) advice to new players on what is needed to fill certain roles in his world. This prevents players from neglecting important abilities or getting bogged down in the rules. Templates have no in-play effects; they are just an aid to character design, like a calculator or the *Instant Characters* booklet. Customization and alteration are always permitted, and your choice of template in *no way* limits your choices when improving your character later on.

Are Templates "Character Classes"?

No, and those familiar with other RPGs should bear this in mind. Many RPGs employ *character classes*, which bear a superficial resemblance to templates – but there are some important differences. You typically *have* to choose a character class, and once this is chosen, your options in play are generally circumscribed by a number of rules. Customization is often limited, and improvement usually follows a narrow, prescribed scheme, with changes of class being difficult or impossible. None of this is true in the case of templates.

Racial Templates

The race creation rules are rules for creating templates, with a few important differences. Racial attribute modifiers alter attribute levels rather than specifying them, racial advantages are often unavailable to most other characters, racial disadvantages don't count against campaign disadvantage limits, and racial skills sometimes use special rules. Your race *does* matter in play, too – racial descriptions often include "taboo traits" which circumscribe your abilities. Nonetheless, the GM may choose to treat races in a manner similar to ethnic templates.

TEMPLATES

GURPS is a simple system with a lot of depth, much of which lies in the character generation rules; it offers all the choices anyone could want! Unfortunately, this means new players sometimes find themselves overwhelmed by the game before they even start to play. One way to make character creation less daunting is to use a "quick-start" technique known as a *template*.

A template is a blueprint for a player character that can successfully fill a specific role in a particular game world. By specifying many character traits in advance, it reduces the amount of work needed to create the character and guarantees its competence. Templates can also be helpful for experienced players who are pressed for time. Finally, templates can be used to determine the rough abilities of NPCs – but keep in mind that they are generally intended to be turned into heroic PCs, not "generic NPCs."

Mechanically, a template is a partially-completed character sheet which contains only the attribute levels, advantages, disadvantages and skill levels required for the character to competently fill a certain role. The point costs of these abilities are listed, and the sum is given as the "cost" of the template. The player purchases the template, then spends his remaining points to customize it into an actual character by choosing background skills and unique talents. If the template includes fewer disadvantages than the campaign limit, more may be taken and the extra points used for customization. The same applies to quirks.

Types of Templates

The number of possible templates is essentially unlimited, but most will fall into one of a few general categories; a few will fall into more than one. Not every category will exist in all campaigns, but characters built using different types of templates may be mixed within a single campaign.

Vocational Templates

These are the most common and easily-understood templates. A character who does a job (e.g., mercenary, physician, mechanic) is expected to possess certain skills and a commensurate wealth level; see the *Job Table* on p. B194 and those in various *GURPS* worldbooks for inspiration. Vocational templates often assume a *successful* member of the profession in question, and include attribute levels and advantages that would lead to success.

Ethnic Templates

One's cultural background is a powerful defining concept in many settings. For example, Conan was first and foremost a Cimmerian, and this identified him throughout his adventures. An ethnic template might specify the genetic traits of a closed breeding group, skills taught to all members of a culture, or the beliefs and prejudices of a given tribe, nation or religion.

Institutional Templates

A character may be a member of an institution, such as a military unit, an order of knights or priests, or an academy. This is not the same as a job; it defines his





place in society rather than his profession. These templates typically specify Duties and Vows, attributes ("entrance requirements") and social advantages such as Rank, Reputation, Status and Wealth.

Archetypes

An archetype is a dramatic role defined by the *genre*; e.g., "dashing hero," "sidekick" or "mascot." Such a character may have any job or background, but he serves a specific purpose in the story. Since this type of template attempts to define personality rather than ability, it may include many mental disadvantages. It can be challenging to design and difficult to customize.

Template Design

This section will walk you through the process of designing a template. A running example will be used to illustrate the principles at work. After designing one or two templates this way, you'll probably never have to come back to these guidelines again.

1. Concept

A template is really a "generic character." You will need a "concept" – a unified vision of what it represents and where it fits in – just as for any other character. To develop this, decide on the type of template you are designing and what general role it will fill. Now visualize which character traits will be needed to meet the demands of that role in your campaign. Template design is one of the last steps of campaign preparation, so use everything you know about the campaign world to help you here.

Example: We plan to construct a "heroic knight" template, suitable for a fantasy campaign. We decide he's strong, honorable, a wise leader and a skilled warrior. This is both an archetype (the "heroic" part) and an institutional template (the "knight" part). One could create separate templates for each aspect, or treat them as "lenses" (see *Lenses and Filters*, p. 9), but we have chosen to keep things simple for now.

2. Degree of Detail

Decide how detailed you want the template to be. A dense template (lots of skills, minor advantages and disadvantages, etc.) will define a character's role well, but may result in all characters built with it being rather alike. A sparse template (one or two skills and nothing else) will leave the character more ambiguous, making it easier to customize but giving the player only a vague idea of the role he's supposed to be playing. Ideally, you want to strike a balance. Try to paint in broad strokes, leaving the fine details up to the individual player, but be sure to

Templates and Your Campaign

Template design is a part of campaign design. Always consider the effects of your templates on the campaign world and on the players' perceptions of it. If you present players with only warrior, thief and bandit templates, it paints a different picture than if you also include templates for glassblowers and herbalists. Also factor in the limitations of the campaign world – a "cyborg" template has no place in a TL0 hunter-gatherer campaign! Finally, keep the interactions between templates in mind; they should always be designed to work together as a set.

Templates and Your Players

It's important to be familiar with the character-creation habits of your experienced players. If their warriors all have Combat Reflexes and their wizards all have Magery 3, then your templates should follow suit, even if the "typical" warrior or wizard in your campaign lacks these features. This puts PCs built with templates on an equal footing with the creations of experienced players. If you have trouble justifying this, remember: you're creating blueprints for *adventurers*, exceptional characters built with more points than the average person. "Rare" abilities are quite common among adventurers (especially PCs), and you shouldn't be afraid to make your templates somewhat atypical, as long as they aren't stereotypical.

Listing Skills

When listing skills in a template, include *all* relevant information about the skill: name, difficulty, relative level, point cost and actual level. Use the following format:

Skill Name (Difficulty) Relative Level [Point Cost]-Actual Level

Continued on next page . . .

Listing Skills

(Continued)

For example, "Bow (P/H) DX+1 [8]-14." This makes things more transparent when the time comes to customize the character.

It can be also be helpful to break skill listings down as follows:

Primary Skills: Skills absolutely required by the template, at level 12+ – or at 14+, if they are likely to be relied upon in life-or-death situations.

Secondary Skills: Helpful skills it's hard to imagine the character not having, at level 11+.

Background Skills: Anything else that fits, chosen for descriptive reasons rather than utility, usually at a lower level than primary and secondary skills.



Optimization

Experienced players minimize point cost while maximizing effectiveness during character design. New players usually don't. Since templates are generally used by new players, it's wise to optimize them so they do not appear to be disadvantageous. To this end, select attributes that minimize the cost of the chosen skills. When doing so, remember that attributes beyond 13 are remarkable – giving every accountant IQ 16 strains belief! It's important to realize that a template with high attributes and few points in skills suggests a talented beginner at the start of his career. This suits most PCs, who are typically quite young, but if you're trying to make a crusty veteran, then points should be spent on skills to reflect this.

Also consider utilizing advantages that give skill bonuses at discount rates (e.g., Animal Empathy gives +4 to Riding skill for only 5 points). While giving the occasional template an obscure advantage may seem like stereotyping, it's nonetheless true that experienced players consistently give certain advantages to certain types of characters. At worst, this practice maintains status quo.

Discounts

In principle, a character built from a template should be indistinguishable from one designed from the ground up. This means the GM should avoid the temptation (often carried over from other RPGs) to offer a discount on the total cost of a template. Such discounts can only result in unfairness and imbalance. The simplicity of using a template should be its own reward.

cover the entire canvas. A good template is *somewhat* stereotyped, so the player can get a handle on it, but not excessively so.

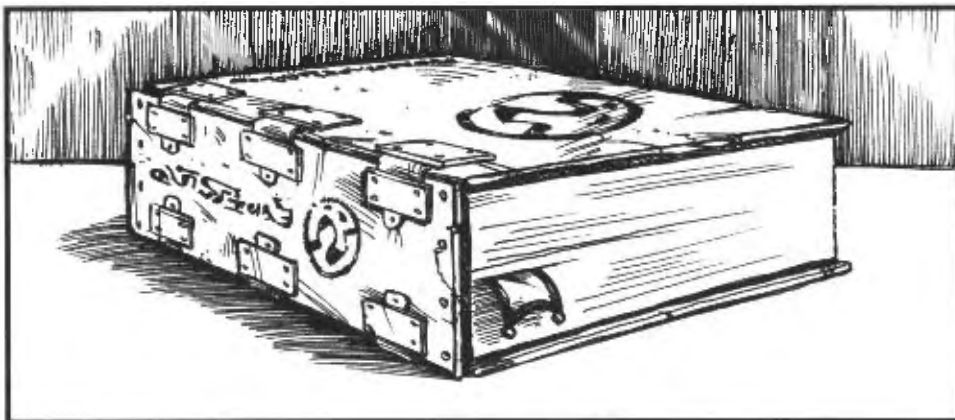
Related to this is the issue of template cost. The more you put into a template, the more points you're spending for the player. Keep in mind what the campaign point total is, and come in under that budget. Leave enough unspent points and enough free "disadvantage slots" (we suggest at least half the campaign allotment; e.g., -20 points out of -40) that the player can customize his character. If a template absolutely *must* tie up a lot of points, then either keep it somewhat bland so that it is easily flavored by a few quirks, or make it *interactive* (see p. 7).

Example: We'll design our heroic knight for a 100-point game with a -40-point disadvantage limit. This means we'll try to spend fewer than 100 points total, and take less than the full -40 points of disadvantages

3. Attributes

Choose appropriate attribute levels for a character who is to fill the role in question. The 9-13 range is suitable for 90% of characters (adjusted accordingly for nonhumans). Classic "adventuring" templates (e.g., warrior, thief or spy) often demand above-average attributes; normal jobs may leave everything at 10. Archetypes are a special case, since it often serves the purposes of drama for an archetype to have substandard attributes (e.g., a fool might have low IQ). Avoid excessive stereotyping, however, and remember that a score of 12+ is exceptional and one of 14+ is *remarkable*!

Example: Since we see our knight as a strong, skilful warrior, we give him superior physical attributes across the board: ST 12 [20], DX 12 [20] and HT 12 [20]. To reflect his wisdom and resolve, we give him IQ 11 [10] – he's supposed to be a wise leader, but not a genius. This comes to 70 points in attributes.



4. Advantages

Select the advantages you feel suit the template. These may be prerequisites (e.g., Literacy for a scribe), benefits granted by assuming the job or title (e.g., Clerical Investment for a priest), tricks picked up on the job (e.g., Combat Reflexes for a soldier) or simply traits commonly possessed by literary or cinematic examples of the template (e.g., Handsome for a swashbuckler). For vocational and institutional templates, also consider advantages that would lead one to select that particular career or lifestyle, or which would make one successful at it (e.g., Night Vision for a thief). For ethnic templates, keep genetic and cultural traits in mind (e.g., all Northerners have Temperature Tolerance).

Make sure the logic behind your choices is clear, and justify each advantage using an argument similar to one of those above. This means *most* advantages should be learned or social in nature, but anything is possible! Just remember: if an unusual advantage is *too* common, it can strain willing suspension of disbelief.

Example: According to p. B191, a knight is granted Status 2 [10]. We also give him a wealth level of Comfortable [10] to cover his high cost of living and buy his expensive equipment. Total advantage cost is 20 points.

5. Disadvantages

Choose these like you did advantages. In the case of vocational and institutional templates, *avoid* disadvantages that would inhibit the career choice covered by the template (e.g., Honesty for a thief). Keep in mind that some disadvantages could lead one down a specific career path (e.g., Fat for a sumo wrestler). Likewise, some career paths could lead to disadvantages (e.g., being a thief could lead to negative Status) and some will even *require* disadvantages as “prerequisites” (e.g., Vows for a priest). Finally, remember that archetypes are often defined almost entirely by their mental disadvantages, and often have a “tragic flaw.”

Example: Our knight owes fealty to his liege lord, so we give him a Duty, arising on a roll 9 or less [-5]. We also give him Honesty [-10] – which is probably why he’s a *heroic* knight. Finally, we give him the knight’s Code of Honor, “Chivalry” [-15], which is almost a prerequisite for a fantasy knight. This comes to -30 points in disadvantages.

6. Skills

Pick the set of skills and skill levels you feel are needed for the character to be competent at his role. Avoid excessive numbers of skills, but don’t skimp. Include any skills absolutely required by the template, a few that would be helpful and one or two that would likely be picked up by someone with that background. Use the following guidelines when choosing skill levels:

Skill 12 Beginner: Good enough to get most regular jobs (e.g., accountant, librarian or scribe).

Skill 14 Competent: The minimum “safe” level for risky jobs (e.g., assassin, politician or surgeon).

Skill 16+ Expert: A reasonable level for someone who is meant to stand out in his field.

Overall, generalists typically have many skills at low levels, while specialists have fewer, but with one or two at expert levels. Realistic characters usually have a small number of related skills, while cinematic ones will often have dozens of unrelated skills, since they are expected to be good at everything. See *Listing Skills* (p. 5) for further information.

Example: Our knight is intended to be an adventurer, so we decide his primary skills will be his combat skills: Broadsword-14 [8], Lance-14 [8], Shield-14 [4] and Riding-13 [4]. We relegate his leadership abilities to the realm of secondary skills: Leadership-11 [2] and Tactics-11 [4]. Finally, we give him Armoury/TL3-10 [1] and Heraldry-10 [1] as background skills, to cover his knowledge of arms and armor. Total skill cost: 32 points.

7. Pricing the Template

Find the total cost of all the abilities selected, just as you would for a character. This is the template cost, the price that must be paid when the template is selected. If this is more than 90% of the starting point level of the campaign, then the template is probably too restrictive. Either go back, take a hard look at what’s really necessary and remove some things that aren’t, or try to *optimize* the template (see *Optimization*, p. 6). If you *still* can’t get the cost down to this level, then perhaps the point level you’ve selected cannot accommodate the characters you envisage working well in the campaign; in this case, consider a new starting point level!

Example: Our knight has spent 70 points on attributes, 20 on advantages, -30 on disadvantages and 32 on skills. That’s 92 points, which is above the suggested 90-

Variations

Endless variations on these guidelines are possible. Below are some of the more common options.

Pregenerated Characters

These are *completed characters* designed in advance by the GM, who chooses everything but the quirks. They aren’t really templates at all; they’re more like the completed examples included with templates. The player chooses the character he wishes to play and selects his quirks, and the GM may let him rearrange a small number of points, but for the most part he has no input during character design. This technique is useful when running a game for new players, or when there isn’t enough time for character design. It can also be used for adventures that require a specific “cast,” which is typical of many convention games. Most players find it difficult to identify with pregenerated characters, however, so they should be avoided in an extended campaign, unless the players enjoy the roleplaying challenge!

Interactive Templates

Along with fixed character traits, you may wish to include a number of *choices* with equivalent point costs. These can be as specific (e.g., High Pain Threshold *or* Toughness-DR 1; Mathematics *or* Physics at 14) or as general (e.g., one P/A Combat/Weapon skill at 15, any three M/H sciences at 14) as you wish, as long as the point cost is the same. A good compromise is to set aside a fixed number of points to be spent on a specific list of options in whatever way the player sees fit.

This makes a good “default” option, since it simplifies the player’s choices rather than eliminating them (which feels less like “rail-roading”) and is an effective stepping stone to unassisted character creation. It is especially useful for mental disadvantages, particularly when the template specifies most of the campaign disadvantage allotment, because it gives the player more latitude in defining his character’s personality.

Example: Looking at our knight template (see main text), we realize that not all knights use broadswords. Many preferred the mace as a weapon; therefore, we decide to replace our original requirement of Broadsword-14 with a choice between Axe/Mace-14 *or* Broadsword-14.

Next, since we’ve specified so many disadvantages, we decide to give the player a choice of mental disadvantages. Instead of requiring Code of Honor (Chivalry) and Honesty, we ask the player to choose -25 points of mental disadvantages from the following list: Charitable [-15], Code of Honor (Chivalry) [-15], Compulsive

Continued on next page . . .

Variations

(Continued)

Vowing [-5], Honesty [-10], Pacifism (Cannot harm innocents) [-10], Selfless [-10], Sense of Duty (Nation) [-10], Truthfulness [-5] and Vow (Never refuse a request for aid) [-15].

Open Templates

Going one step beyond interactive templates, you can simply list a number of advantages, disadvantages and skills that are suitable for the role in question and let the player pick and choose from them at will. This amounts to listing suggestions rather than requirements, and is helpful for experienced players who know how to make a character but who are experiencing creative block. This kind of template has no point cost at all; the player may spend as many or as few points as he wants on the suggested abilities. Many *GURPS* books have a *Character Types* section that lists "templates" like this.

Uniqueness

You may be worried that two characters built with the same template will be rather alike. In practice, however, if two or three people start with the same template and pick one or two things to differentiate each character, they are likely to emphasize their differences heavily, leading to distinct characters that facilitate good roleplaying!

Combining Templates

Players will often want to select more than one template. This makes perfect sense: it's conceivable that a single character could have templates that define his job, membership in one or more organizations, ethnic origin and place in the story. On the other hand, templates are not meant to be "stacked," but taken one at a time, which presents a problem. There are several approaches to solving this, one of which should be chosen by the GM:



Endless Variations

The GM simply creates a separate template for each possible combination. For instance, instead of "knight," "Northerner" and "hero" templates, he creates a "heroic Northern knight" template, which is distinct from the "fallen Northern knight" and "heroic Plainsman knight" templates. This has the advantage of being easy on the players, but the disadvantage of being a great deal of work for the GM!

point limit for a 100-point campaign. However, by selecting DX 13 instead of 12 (an extra 10 points), we can purchase Broadsword-14, Lance-14, Shield-14 and Riding-13 for 12 points rather than 24. This saves a net 2 points, bringing the template cost down to 90 points.

8. Customization Notes

Suggest a few things to think about when customizing the character. This may include useful abilities, a recommendation to trade points for cash or equipment (see p. C117), even a short equipment list. This is also a good place to ask the player to think about things that will set his character apart in play (e.g., the exact features that give him Ugly appearance).

Example: We decide to mention that our knight needs a coat of arms and a liege lord. He should also have weapons, armor and a mount. Since Comfortable wealth will not buy all of that, we suggest either taking his liege lord as a Patron who can provide these things or trading a few points for equipment or cash.



9. Completed Examples

Finally, include a few sets of additional abilities that turn the template into a completed character, to illustrate how it is used. Make these as different as possible. This is a good place to demonstrate the effectiveness of rarer advantages that suit the character type but which would create a stereotype were they included on the template. You may wish to leave quirks unspecified, just as for a pregenerated character. For more guidelines, see *Customization* (below).

Example: We create three completed examples of our heroic knight: the "courtly knight," the "dragonslayer" and the "general."

The courtly knight is a canny political intriguer with aspirations to the peerage. We give him a political faction as an Enemy (medium-sized group, appearing on 6 or less) [-10] to round out his disadvantages. With his remaining 20 points, we raise IQ to 12 [10] (raising all IQ-based skills by 1) and buy Semi-Literacy [5]. Finally, we give him some courtly skills: Chess-11 [½], Dancing-11 [½], Diplomacy-11 [2], Falconry-11 [1] and Politics-11 [1].

The dragonslayer roams the countryside, keeping it free of monsters. We give him Overconfidence [-10] to complete his disadvantage list, and spend his 20 remaining points to raise DX to 14 [15] (raising all his DX-based skills by 1) and buy him Bow-13 [2], Tracking-10 [1] and Zoology/TL3-10 [2] so he can hunt and kill dangerous beasts.

The general is a charismatic leader of men. He spends his time in the field, commanding the levies of his liege lord. His desire to see the enemy defeated has led to the additional disadvantage of Bloodlust [-10], which may be seen as a "tragic flaw" by some. His 20 points go toward Charisma +2 [10] (which raises his Leadership skill to 13) and to raise his Leadership skill a further level to 14 [2], raise Tactics to 12 [2] and buy Strategy-12 [6].

While such examples are merely suggestions, intended to get the creative juices flowing, a player is free to use them if he wants. This is why the quirks are left unspecified.

Customization

Once a template is purchased, the player must customize it by spending any remaining character points. The template does not affect how these points are spent; the player decides this (subject to GM approval, as always). If the template has fewer disadvantages than the campaign permits, more may be taken, giving extra points to spend. Likewise for quirks, which should always be selected by the player. These guidelines also apply to the creation of completed examples.

Example: Our knight costs 90 points. In a 100-point campaign, this leaves 10 points to customize him with. He has only -30 points of disadvantages, so in a campaign with a -40-point disadvantage limit, the player could take -10 more points in disadvantages and earn a further 10 points. Finally, the player may select up to five quirks at -1 point each. This gives a net $10 + 10 + 5 = 25$ points to customize the character with.

Altering Templates

Remember, templates are not rules! When customizing a template (with the possible exception of a pregenerated character; see p. 6), the player is free to alter any or all of the items that came with it. After all, the PCs play the leading roles in their saga, and starring roles are rarely typical ones. Addition, subtraction and substitution of abilities are all acceptable, but it should be noted that *subtracting* items from a template (especially a vocational one) may result in a character who will be regarded as incompetent by his peers.

Sample Templates

Heroic Knight [90 points]

An honorable fantasy knight, strong in limb and character.

Attributes: ST 12 [20], DX 13 [30], IQ 11 [10], HT 12 [20].

Advantages: Comfortable Wealth [10], Status 2 [10].

Disadvantages: Duty to liege lord (9 or less) [-5] and -25 points of mental disadvantages chosen from Charitable [-15], Code of Honor (Chivalry) [-15], Compulsive Vowing [-5], Honesty [-10], Pacifism (Cannot harm innocents) [-10], Selfless [-10], Sense of Duty (Nation) [-10], Truthfulness [-5] and Vow (Never refuse a request for aid) [-15].

Primary Skills: Broadsword (P/A) DX+1 [4]-14 or Axe/Mace (P/A) DX+1 [4]-14, Lance (P/A) DX+1 [4]-14, Riding (P/A) DX [2]-13, Shield (P/E) DX+1 [2]-14.

Secondary Skills: Leadership (M/A) IQ [2]-11, Tactics (M/H) IQ [4]-11.

Background Skills: Armoury/TL3 (M/A) IQ-1 [1]-10, Heraldry (M/A) IQ-1 [1]-10.

Customization Notes: Specify a coat of arms and liege lord. Take Patron (Liege lord) or trade points to cover equipment.

Completed Examples:

Courtly Knight: +1 IQ [10], Semi-Literacy [5], Enemy (Political faction) [-10], Chess (M/E) IQ-1 [½]-11, Dancing (P/A) DX-2 [½]-11, Diplomacy (M/H) IQ-1 [2]-11, Falconry (M/A) IQ-1 [1]-11 and Politics (M/A) IQ-1 [1]-11.

Dragonslayer: +1 DX [15], Overconfidence [-10], Bow (P/H) DX-1 [2]-13, Tracking (M/A) IQ-1 [1]-10 and Zoology/TL3 (M/H) IQ-1 [2]-10.

General: Charisma +2 (gives +2 Leadership) [10], Bloodlust [-10], +1 Leadership [2], +1 Tactics [2], Strategy (M/H) IQ+1 [6]-12.

Combining Templates

(Continued)

Lenses and Filters

This is a less labor-intensive approach. The GM decides on one class of "base templates" that will be used in the campaign, and designs these normally. He treats all other types of templates as "lenses" or "filters" through which the base templates can be seen. They are designed as packages of advantages, disadvantages and skills that are carefully selected not to overlap with the base templates – or which explain what to do when overlap occurs – and which can be taken *in addition to* a base template. The completed examples included with most templates are essentially ready-made "lenses" of this type! The costs of the base template and any "lenses" taken are additive.

Example: The "heroic knight" in our example could also be handled as a vocational template ("warrior") with the "heroic" and "knight" lenses applied to it, specifying an archetype and an institution respectively.

The "warrior" template would cover skill at arms, and include ST 12 [20], DX 13 [30], IQ 10 [0], HT 12 [20], Armoury/TL3-9 [1], two P/A Combat/Weapon skills at 14 [8] and Shield-14 [2], for 81 points.

The "heroic" lens would cover wisdom, honor and leadership qualities, and consist of +1 IQ [10], -25 points of "good guy" disadvantages (from the list specified under *Interactive Templates*, p. 7), Leadership-11 [2] and Tactics-11 [4]. This would be worth -9 points.

Finally, the "knight" lens would cover the requirements of knighthood, giving Comfortable Wealth [10], Status 2 [10] and Duty [-5], specifying the two Combat/Weapon skills as Lance-14 and one of Broadsword-14 or Axe/Mace-14, and adding Heraldry-10 [1] and Riding-13 [2]. This would cost 18 points.

Eyeball It

This approach has the player do all the work. The GM creates templates as usual. If the player wants to take more than one, he combines them all and adds up the net cost himself. Generally speaking, the advantages, disadvantages and skill lists of all the templates should be combined. Where overlap occurs (i.e., both templates list an attribute or skill level), the most difficult requirement should be met. Repeated advantages or disadvantages should not be taken at higher levels (e.g., a Status 2 knight who is also a Status 1 merchant has Status 2, not Status 3). Conflicting advantages and disadvantages should be taken as a sign that the two templates are incompatible (e.g., you can't be a Status -3 beggar and Status 2 knight at the same time).

Other Kinds of Wizards

The main text deals with the sort of wizard described in *GURPS Magic* and *Grimoire*: someone with Magery and spells. Several other *GURPS* supplements allow one to build characters that could be called “wizards,” with abilities that could be construed as “magic.” The principles in the main text hold in most cases, except as noted below. The sidebars that follow give additional notes that apply to wizards made with specific *GURPS* supplements.

Attributes: “Mystical powers” are mental skills in *GURPS*, so IQ remains important for all types of wizards. In fact, since Magery gives no bonus when learning these abilities, IQ could be made even *higher*.

Advantages: Magery is *not* required for any of these wizards, nor is Magic Resistance prohibited. Extra Fatigue remains useful for wizards whose abilities cost fatigue, while Mana Enhancer becomes almost useless.

Disadvantages: Age is commonly associated with those who have mastered the mystical arts, and is always appropriate for powerful wizards. Cannot Learn, Manaphobia, Mundane Background, Presentient and Uneducated should still be avoided, while Dyslexia, Illiteracy and Non-Iconographic will only limit abilities that require learning from texts, and Mute will only affect those with spoken rituals.

Skills: Skills used with standard magic (Alchemy, Body Sense, Illusion Art, Magic Breath, Magic Jet, Rune-Lore, Spell Throwing and Thaumatology) are replaced with skills appropriate to the wizard’s abilities. More general “wizard skills” (Hidden Lore, History, Literature, Occultism, Research, Speed-Reading, Teaching, Theology, Writing and languages) are typical of all kinds of wizards.

Spells: Wizards with powers other than magic will have a set of skills or rituals that replace the spell list. Most of these abilities require fewer skills and have less complicated (or no) prerequisites.



WIZARD DESIGN

A WIZARD IS someone whose life is built around the fact that he wields magic. He doesn’t just cast the odd spell – in some settings, anyone can do that – but he also *knows things*, and magic is the first tool he reaches for in any situation. Since wizards are capable of amazing feats, they can be a lot of fun to play. Unfortunately, the rules governing wizards in *GURPS* are extensive (the subject of two entire books, *GURPS Magic* and *Grimoire*), and it can be difficult for a new player to navigate them.

For GMs, this chapter is a step-by-step guide to building wizard templates (see *Templates*, p. 4), which will speed up the process of wizard design. By substituting the word “character” for “template,” it does double duty as a tutorial for players who wish to create wizard characters.

Types of Wizards

First, decide on the type of wizard you want to build. *Vocational Templates* (p. 4), *Institutional Templates* (p. 4) and *Archetypes* (p. 5) are all appropriate, and feel free to mix and match!

Vocations for Wizards

“Wizard” can describe a job. Professional wizards should emphasize the abilities needed to fulfill their job requirements. The job table on p. M107 can be helpful here. Magical jobs include alchemist, battle wizard, enchanter, healer, researcher, seer and town/village wizard. Almost any mundane vocation can be made “wizardly” as well: wizardly assassin, wizardly craftsman, wizardly merchant, wizardly spy, wizardly thief, etc.

Wizardly Institutions

Three major classes of “institutions” apply to wizards:

Colleges: The wizard is defined by the *type* of magic he uses, often one or more of the “colleges of magic” discussed on p. M10. Such a wizard should focus on spells from a few related colleges: Elemental for an elementalist, Healing for a healer, Illusion and Creation (and maybe Light and Darkness or Sound) for an illusionist, Necromantic for a necromancer, etc.

Social Institutions: The wizard is defined by his position in society. A land with a guild system will have apprentice, journeyman and master mages. A fantasy empire will have court wizards or even “wizard lords.” A society where the gods or spirits grant magical powers will have wizards who are druids, priests or shamans. Social traits (like Status or Religious Rank) can be more important than spells to this kind of wizard.

Source of Power: The wizard is defined by how his magic works. He’s described by the advantages and skills that give him his power. There are wizards who use the standard magic system, those who use variants like cantrips (p. M97), improvised magic (pp. M85-90), knacks (pp. M96-97) or runes (pp. M90-93), those who use powers other than magic (see sidebars), and even charlatans who have *no* supernatural powers at all!

Wizard Archetypes

The wizard has been heavily stereotyped in fiction. The term “wizard” often conjures up a dramatic role, not a profession, social position or set of abilities. Common archetypes include “bearded old guy with a staff and a pointy hat,” “evil overlord,” “immortal,” “klutzy kid” and “misguided dabbler in Things Man Was Not Meant To Know.” These characters are defined as much by their disadvantages as by their powers.

Constructing the Template

Now it's time to choose actual abilities. Choose a point level, a tech level and a list of available abilities, then move on to the steps below.

Concept

Where does this wizard fit in? Start with your choice(s) from *Types of Wizards* (p.10) and visualize a role and a general set of capabilities.

Example: We will build a template for a 100-point fantasy adventurer. She will be defined by a profession ("wizardly explorer"), a social institution ("Guild mage") and an archetype ("seeker of knowledge"). We decide that she's a tough beginner with magical training in a few spells that are useful when adventuring.

Attributes

Effective magic use requires an exceptional IQ. A wizard will need IQ 12+ just to do his job, and even IQ 15+ shouldn't be ruled out! ST and HT provide the energy for spell casting; they will partially determine how often the wizard can cast spells and how powerful those spells will be. DX is not very important for most wizards, but battle wizards will need a decent score, and a few spells do have a DX requirement.

Example: Being an adventurer, our wizard can't afford to have her spells fail in the face of danger, so we give her IQ 13 [30]. She's also tougher than average, so we give her ST 11 [10], DX 11 [10] and HT 11 [10]. That's 60 points in attributes.

Advantages

Magery: A wizard needs Magery unless he lives in a high-mana world, or his abilities don't require it (e.g., Alchemy), or he's a fake. *How much* Magery depends on the character, but more is usually better, as some powerful spells require Magery 2 or 3 as a prerequisite!

In general, (IQ + Magery) should be at least 14 if the wizard is to have many spells, since 1 point will then buy level 12, which is "prerequisite level." If (IQ + Magery) is 17+, the wizard can immediately benefit from energy cost reduction (p. M8), as 1 point will buy him level 15. The cost of Magery can be reduced by taking Limited Magery (pp. M104-105), especially if the wizard plans only to learn spells from one college anyhow.

Other Advantages: Literacy makes it easier to learn new spells. In a low-tech world (TL4-), this is an advantage worth 10 points. Wizardly social institutions often require Status, Reputation or other social advantages, while many jobs require Wealth. If magic is uncommon, an Unusual Background may be in order. If permitted, Extra Fatigue (p. CI24) and Mana Enhancer (p. CI40) can be very useful. Magic Resistance *cannot* be taken!

GURPS CthulhuPunk

Types of Wizards/Concept: The character types on pp. CT41-45 (especially *Mystic*, *Scholar* and *Tribal*) and the *Cultists* chapter (pp. CT90-99) are required reading for anyone building a *CthulhuPunk* wizard template.

Attributes: A high IQ is even more important, as it will help the wizard make Mythos Fright Checks!

Advantages: Fearlessness, Strong Will and Unfazeable are useful when making Mythos Fright Checks. Mythos Awareness and the Dream Travel power should also be considered. Cultists should have Clerical Investment, and some may be members of non-human species (pp. CT114-116). *CthulhuPunk* wizards may possess cyberwear and other body modifications.

Disadvantages: A powerful wizard cannot avoid failing a few Mythos Fright Checks, which will generally result in Delusions and Phobias, as well as a few extra quirks that can be added directly to the template.

Skills: Mythos Lore is a must. Dreamlands Lore is useful for wizards who are Dream Travelers. Archaeology and Thanatology are common "mundane skills" for wizards in this setting.

Spells: The "spells" on pp. CT51-55 are all appropriate, but a wizard would go mad before he learned more than a few. Of course, a wizard who *is* mad may know a dozen or more. Dream Travelers should have the Dream Travel psi skill.

GURPS Mage: The Ascension

Types of Wizards/Concept: Mages are defined by an institution called *Tradition* (pp. MTA48-49, 55-71) and an archetype called *Essence* (pp. MTA39-40). Both should be specified in any mage template.

Advantages: Mages will usually have the basic "mage package" (p. MTA39), but some will be Technomancers (p. MTA47). All mages will have Spheres (p. MTA50), and Tradition will affect the cost. The advantages Arcane, Arete, Avatar, Awareness, Destiny, Dream, Immunity to Paradox, Node and Quintessence are all useful. Status has a special meaning for mages (see pp. MTA41-42). Members of some Traditions have required advantages.

Disadvantages: Both Hobgoblin and Paradox Flaws (pp. MTA133-134) should be considered.



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GURPS Mage: The Ascension (Continued)

Skills: Area Knowledge (Umbra), Survival (Umbra) and Talisman Creation are mage-specific. Members of certain Traditions may require other skills; e.g., Akashic Brothers will possess the skills and maneuvers of *Do* (p. MTA138).

Spells: Sphere skills (p. MTA50) and rites (pp. MTA88-89) fill this role. Both should be chosen to match the mage's Sphere advantages.

GURPS Psionics

Types of Wizards/Concept: The psionic power groups correspond closely to the notion of "college" presented in the main text, while the *Character Types* section (pp. P87-94) gives several archetypes, social institutions and vocations for psionic wizards.

Advantages: Psionic power (pp. P10-27) is required. In some cases, the enhancements and limitations on pp. P27-30 can be used to adjust powers to fit archetypes, and are also useful when customizing a template later on. Psis often have an Unusual Background (p. P95), and may have special advantages like Being of Pure Thought, Mindlink and Psionic Resistance. Strong Will is common.

Disadvantages: Special effects or drawbacks (p. P88) can be used to flesh out a template, make it cheaper or customize it later on. Astral Entity, Disembodied Brain, Supersensitive and Telepathic Addiction may fit some templates.

Skills: The Body Sense, Mind Block, Paraphysics and Psionics skills are all useful for a psionic wizard. If he uses psi-tech, the Armoury, Beam Weapons, Electronics Operation and Electronics skills all have specialties in this area.

Spells: Psi skills serve much the same purpose as spells. Choice will depend on which powers are taken.

GURPS Religion

Types of Wizards/Concept: Vocations for holy wizards appear on pp. R89-92. Source of power is *especially* important; a template should always mention the general nature of the god(s) served by the wizard.

Advantages: Holy wizards who cast spells possess Power Investiture or World Sight instead of Magery. Autotrance, Blessed and Divine Favor can also grant "wizardly" powers. Clerical Investment or Religious Rank is standard for those who belong to an organized faith. The church as a Patron and social advantages like Status are common.

Example: We want our wizard to be able to learn spells she finds in ancient books or scrolls, so we take Magery 3 [35] to meet any Magery prerequisites and Literacy [10] so she can read. We decide that she belongs to the Mages' Guild, but as she is just starting out, she only has Status 0 [0]. Total advantage cost: 45 points.

Disadvantages

Wizards have disadvantages, just like anyone else (see p. 7). Archetypes will often have "good" disadvantages (p. B26) or "tragic flaws." Wizards with social positions may have obligations, such as Duty or Sense of Duty, while Age is common if the wizard has many points in spells. Almost any disadvantage can result from a spell backfire!

Wizards should normally avoid the following disadvantages: Cannot Learn, Dyslexia, Illiteracy, Manaphobia, Mundane Background, Mute, Non-Iconographic, Presentient and Uneducated. These would normally preclude magic use, although there are always exceptions.

Example: We give our wizard the highest level of Curious [-15] as her motivation for adventuring! Being a young Guild mage, we decide that she's spent all her money on tuition, so she's Struggling [-10] and owes a Duty [-5] to the Guild until she pays off her debts. This comes to -30 points in disadvantages.

Skills & Spells

Wizards differ the most from other characters in the area of skills. Most wizards know spells – some know *a lot* of spells – and this requires special consideration.

Skills

Practical wizardly skills include Alchemy, Body Sense, Illusion Art, Magic Breath, Magic Jet, Rune-Lore, Spell Throwing and Thaumatology. Non-magical skills such as Hidden Lore, History, Literature, Occultism, Theology and obscure languages are common. Academics typically have one or more of Research, Speed-Reading, Teaching and Writing. Templates for wizardly jobs or social positions should include any skills needed to fill the position. Use the skill categories on p. 6 when describing skills.

Example: Our wizard's primary skills come from her academic Guild training: Occultism-12 [1] and Thaumatology-13 [1]. She became an adventurer later on, so we make these skills secondary: Hiking-11 [2], Survival (one type)-11 [½] and 4 points in Combat/Weapon skills. Finally, we choose a few background skills she picked up as a student: Research-11 [½], Speed-Reading-11 [½] and Writing-11 [½]. Total skill cost: 10 points.

Spells

This is the most important part of making a wizard template, and the most difficult, so we'll use a detailed, five-step method:

1. Choose a few general categories of magic that best suit the concept behind the template. This is easiest for a wizard who is defined by a single college, or whose job requires certain spells. Other wizards will require more thought.
2. Choose a modest number of "definitive spells" from each of the categories you have selected. Most wizards should also have Recover Strength. Write down your choices.
3. Write down each spell's prerequisites, its prerequisites' prerequisites and so on until you reach spells that have no further prerequisites. Note the M/VH spells. The charts on pp. M120-125 and pp. G112-127 are useful here!
4. Merge your original list and all the prerequisite lists into one list. Sort this by alphabetical order, as this makes it easier to construct a grimoire from the tables on pp. M80-84 and pp. G107-111, and helps weed out duplicates.

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5. With your list in hand, assign points to each spell. You must spend at least one point per spell, and should consider spending more on your "definitive spells." All prerequisites must be known at level 12+. Add Magery to IQ when calculating skill level: 1 point buys (IQ + Magery - 2) in a M/H spell or (IQ + Magery - 3) in a M/VH spell.

Spells, Point Cost and Customization: Adding spells to a template usually leaves fewer point for customization, so wizard templates should almost always be *interactive* (see p. 7). It's a good idea to leave a number of points free, suggest general types of spells that fit and leave the specifics up to the player. It helps to add up points, assume a full load of disadvantages (usually -40 points) and quirks (usually -5 points), and simply state how many potential points the character has left to spend.

Example: We have spent $60 + 45 - 30 + 10 = 85$ points and used up 30 points worth of disadvantages. If a player were to take another -10 in disadvantages and -5 in quirks, that would leave 30 points for spells. We decide to give her 15 points in spells (bringing the template cost up to 100 points) and leave the last 15 points unspecified, to be spent when the player customizes the template.

We select basic spells that would be useful for a beginning adventurer: Apportation-14 [1], Counterspell-14 [1], Dispel Magic-14 [1], Find Direction-14 [1], Ignite Fire-14 [1], Lend Health-14 [1], Lend Strength-14 [1], Light-14 [1], Might-14 [1], Minor Healing-14 [1], Recover Strength-15 [2], Seek Water-14 [1], Shield-14 [1] and Test Food-14 [1]. That's 15 points in spells.

Pricing the Template

Add up the point cost of everything selected and list the total as the template cost. Optimization (p. 6) can be important when you have a lot of spells with more than 1 point in them. For a wizard, buying a given level of Magery + IQ is often cheaper than buying just IQ at the same level! (E.g., IQ 13 and Magery 3 for 65 points vs. IQ 16 for 80 points.)

Fatigue Optimization: If reducing ST by 1-2 levels will save enough points to raise IQ or Magery so that base spell level is 15, this should be considered unless ST is important to the concept behind the template. This is because skill 15 with a spell saves 1 energy point on any number of castings, while extra ST gives energy points that are used up in a few castings.

Example: Our wizard has spent 60 points on attributes, 45 on advantages, -30 on disadvantages, 10 on skills and 15 on spells. The template cost is 100 points.

Customization Notes

Always suggest additional spells for the wizard. If the template is expensive, there won't be many points left to customize the character with, especially if all the remaining flexibility is contained within unelected disadvantages and quirks! This makes these notes *especially* important for wizard templates. When including an equipment list, be sure to consider wizardly tools, such as Powerstones.

Example: We note that our wizard may choose up to -10 points in disadvantages and -5 points in quirks and spend these points on spells. We recommend at least one offensive spell (like Flame Jet or Deathtouch) at level 15, further Healing spells and possibly a defensive spell (like Invisibility or Force Dome). We also mention that even though she only has \$500 to spend, she may wish to consider a 1-point Powerstone (\$150).

Disadvantages: Most holy wizards will have Disciplines of Faith, Duties and Vows. Fanaticism, Intolerance and Sense of Duty are common. Unfortunate wizards may be Cursed!

Skills: The consummate priestly skill is Theology, but Augury, Exorcism, Performance/Ritual, Philosophy and Sacrifice will be common. Social skills like Bard and Teaching are also common.

Spells: Holy wizards use the same spells as "standard" wizards. A wizard with Power Investiture has access to the spells granted by the gods he serves, plus the ceremonies on pp. R109-112. His magic is subject to the rules on pp. R100-109. A shaman with World Sight can only learn the spells on pp. R122-125, and is subject to the limitations on pp. R116-122. Since these wizards use true spells, most of the advice in the main text applies here as well.

GURPS Supers

Types of Wizards/Concepts: Super character types are discussed on pp. SU5-6, and super wizards are further addressed in the sidebar on pp. SU17-18. See Necron (p. SU124) for a sample super wizard.

Attributes: A super wizard usually needs high levels in all attributes to survive; in fact, if his powers are all DX-based or item-based, IQ may be his *least*-important attribute.

Advantages: Any super advantage or superpower can be called "magic." These can be made to work like spells by adding modifiers like Accessibility (requires gestures, mana or words, worth -10% each), Affects Insubstantial, Costs Fatigue, Leaves Mental (magical) Signature and Takes Extra Time. Super wizards often get their powers from "magic items," built as super equipment (pp. SU68-71). Those who use true magic may have Magery 4+ (p. SU17) or knacks. An Unusual Background is often required, and many comic-book wizards are Unaging.

Continued on next page . . .



GURPS Supers

(Continued)

Disadvantages: Code of Honor, Duty, Pacifism, Secret and Trademark are common for certain kinds of supers. Weirdness Magnet fits comic-book wizards rather well.

Skills: Super wizards often lack traditional "bookish wizard" skills but have plenty of Combat/Weapon and Thief/Spy skills. Others are dedicated occultists, with stratospheric levels in Hidden Lore, Occultism, Research, etc.

Spells: Wizards who rely on super-powers will need the associated super skills, which they may call "spells." Skill at improvised magic may be purchased directly (p. SU18).

GURPS Voodoo

Types of Wizards/Concept: The *Character Types* section (pp. VO46-54) should be read before constructing such templates. Be sure to specify the cult (pp. VO12-23) or Lodge (pp. VO23-34) affiliation of the wizard.

Advantages: Most wizards have some level of Initiation (pp. VO58-63) and possess one or more related advantages, such as Autotrance, Channeling, Faith Healing, Unaging or Visualization. Those who cast spells quickly should be at the sixth level of Initiation or higher. Clerical Investment is common. Some wizards will be Reawakened. Those who are In-Betweeners may possess In-Betweener Invulnerability or Regeneration.

Disadvantages: Duty and Sense of Duty are common, as is Secret. In-Betweeners will suffer from Murder Addiction.

Skills: Ritual Magic skill is a must for those who wish to learn Paths and Rituals (see below). Most wizards will also know Vever Drawing, and Occultism and Theology are common.

Spells: **Voodoo** wizards use Path skills (pp. VO67-68) and Rituals (pp. VO74-81). These are related to each other and to Ritual Magic skill by a web of defaults, and should be carefully mapped out like spell prerequisites when generating the template. Note that no Path skill may exceed Ritual Magic skill, and no Ritual may exceed the related Path skill.

Weirder Wizards?

Even given all the options above, some wizards simply defy classification: magic-using robots, demons and undead, and various "wild talents" are all possibilities. In general, such characters should simply be given whatever abilities their concept calls for (*GURPS Compendium I* is indispensable here) and the special effect called "magic" or "wizardry." See the discussion on p. 117 for enhancements and limitations that can be used to make advantages seem more magical.

Completed Examples

Completed examples are exceptionally important for wizards! The prerequisite system means that later growth depends heavily on initial spell choices. As well, each point spent on a new spell adds a *whole new capability* to the character; even 5 or 10 points of differences can produce radically divergent characters.

Our sample template design and three completed examples appear below.

Sample Template:

Adventuring Wizard [100 points]

A Guild-educated sorceress seeking her fortune in the world.

Attributes: ST 11 [10], DX 11 [10], IQ 13 [30], HT 11 [10].

Advantages: Literacy [10], Magery 3 [35].

Disadvantages: Curious [-15], Duty to Guild (9 or less) [-5], Struggling [-10].

Primary Skills: Occultism (M/A) IQ-1 [1]-12, Thaumatology* (M/VH) IQ [1]-13.

Secondary Skills: Hiking (P/A-HT) HT [2]-11, Survival (choose type) (M/A) IQ-2 [½]-11 and 4 points in Combat/Weapon skills.

Background Skills: Research (M/A) IQ-2 [½]-11, Speed-Reading (M/A) IQ-2 [½]-11, Writing (M/A) IQ-2 [½]-11.

Spells*: Apportation (M/H) IQ+1 [1]-14, Counterspell (M/H) IQ+1 [1]-14, Dispel Magic (M/H) IQ+1 [1]-14, Find Direction (M/H) IQ+1 [1]-14, Ignite Fire (M/H) IQ+1 [1]-14, Lend Health (M/H) IQ+1 [1]-14, Lend Strength (M/H) IQ+1 [1]-14, Light (M/H) IQ+1 [1]-14, Might (M/H) IQ+1 [1]-14, Minor Healing (M/H) IQ+1 [1]-14, Recover Strength (M/H) IQ+1 [2]-15, Seek Water (M/H) IQ+1 [1]-14, Shield (M/H) IQ+1 [1]-14 and Test Food (M/H) IQ+1 [1]-14.

* Thaumatology skill and all spells include +3 for Magery.

Customization Notes: She may take another -10 points in disadvantages and -5 points in quirks, giving 15 more points in spells. Possibilities include an offensive spell at level 15, more Healing spells, or a defensive spell. She may want a 1-point Powerstone (\$150).

Completed Examples:

Battle Wizard: The battle wizard stands on the front lines and uses magic as her weapon. We give her Bloodlust [-10] to explain this choice. We use the remaining 10 points to buy Create Fire-14 [1], Fireball-15 [2], Flame Jet-15 [2], Missile Shield-14 [1], Reverse Missiles-14 [1] and Shape Fire-14 [1], and Magic Jet-11 [1] and Spell Throwing (Fireball)-11 [1] to go with that. We specify that her 4 points in Combat/Weapon skills are spent on Broadsword-11 [2] and Shield-12 [2], and that her Survival skill is for plains, where most of the battles in her land are fought.

Healer: The healer patches up her companions when they get into trouble. We give her Sense of Duty (Everyone she knows personally) [-10] to reflect her choice of careers. We use her last 10 points to buy Cure Disease-14 [1], Decay-14 [1], Major Healing (VH)-15 [4], Neutralize Poison-14 [1] and Sterilize-14 [1], as well as Physician/TL3-12 [2]. Her 4 points in Combat/Weapon skills buy her Staff-11 [4]. We decide that she has Survival (Jungle) to reflect her upbringing in a steamy tropical land where infection is an everyday threat.

Wizardly Thief: The thief uses her talents for getting into places she's not supposed to. We drop ST to 10 [0] and raise DX to 12 [20] – she prefers subtlety over might. We give her Greed [-15], downgrade Curious to the -10-point level to reflect her priorities, and decide that her Duty is owed to the Thieves' Guild. We spend her last 10 points to buy Blur-14 [1], Continual Light-14 [1], Darkness-14 [1], Hide-14 [1], Invisibility-15 [2], Lockmaster-14 [1], Night Vision-14 [1], Scryguard-14 [1] and Wallwalker-14 [1]. We use her 4 points in Combat/Weapon skills to buy Brawling-12 [1], Buckler-12 [1], Knife-12 [1] and Shortsword-11 [1]. We give her Streetwise-11 instead of Survival, since she's likely to need it!

THE TEMPLATES



Tao Kwang (100 points)

Age 46; 5'3", 80 lbs.; shaven head, brown eyes, golden skin; skinny Chinese man in flowing blue robes.

ST 9 [-10], DX 11 [10], IQ 15 [60], HT 10 [0]

Basic Speed 5.25, Move 5.

Dodge 5, Parry 8.

Advantages: Harmony with the Tao [20]; Literacy [10]; Longevity [5].

Disadvantages: Curious [-15]; Pacifism (Self-defense only) [-15]; Skinny [-5]; Vow (Vegetarianism) [-5].

Quirks: Enjoys jokes; Flies a musical kite on nice days; Likes to travel; Never spits; Speaks in riddles and parables. [-5]

Skills (TL3 where applicable): Alchemy-16 [12]; Astrology-13 [1]; Chi Treatment-14 [2]; Cooking-14 [½]; First Aid-15 [1]; Gesture-14 [½]; Holdout-14 [1]; Kite Flying-12 [2]; Meditation-14 [4]; Nei Tan-15 [8]; Occultism-15 [2]; Philosophy-15 [4]; Staff-12 [8]; Survival (Mountain)-14 [1]; Teaching-14 [1]; Throwing-10 [2].

Languages: Mandarin (native)-15 [0].

Formulary: Aesculapius-15; Apollo-16; Ceres-12; Chiron-16; Circe-16; Daedalus-14; Delphi-15; Hebe-8; Hydra-13; Melampus-16; Morpheus-16; Odysseus-13; Priapus-16; Prometheus-15; Tyche-14; Vulcan-15.

Equipment: Bag of elixirs; Chiron (4 unguents), Morpheus (1 pastille, 1 potion); First aid kit; Matches (50); Musical kite; Quarterstaff (cr 1d+1, cr 1d); Robes (blue); Sandals.

TAO KWANG IS A Taoist alchemist who wanders the world, seeking out masters who can further his knowledge of alchemy and teach him mystic secrets. Some would say that he has already achieved enlightenment, but his ultimate goal is to become immortal. He's especially keen on locating spirits who are willing to teach him, and spends a lot of his time investigating holy or mystical sites. This quest has not been easy; luckily, his strong sense of humor has helped him through many years of hardship and tribulation.

ALCHEMIST

"He gives us the very quintessence of perception, – the clearly crystalized precipitation of all that is most precious in the ferment of impression . . ."

– James Russell Lowell

THE ALCHEMIST is a natural philosopher, an early scientist. In fantasy, he's also a wizard who concocts magical elixirs. This requires far more preparation than casting spells, so most alchemists are content to set up shop and sell potions for a living, but a brave few become adventurers.

An alchemist studies *alchemy*, the art (science?) of magical transformations, believed to be the precursor of modern chemistry and metallurgy. The goal of alchemy is the "philosopher's stone" or "elixir of life," a substance capable of transmuting base metals into gold and granting immortality. This is probably just an allegory for the transformation of the human consciousness through mysticism, but in a fantasy world, these transformations could be magical, allowing alchemy to produce spell-like effects.

Eastern and Western alchemy differ in ways that will affect the outlook of alchemist characters. In Asia, alchemy focuses on elixirs that grant magical powers. It is a means of creating and purifying *ch'i* or *prana* (life energy), and is closely associated with yoga. European alchemy derives from ancient Egyptian and Greek philosophy. It focuses on *prima materia* (the stuff of creation), the male and female principles, and the four elements: earth, air, fire and water. It even plays a role in the manufacture of dyes, cosmetics, perfume and wine.

Herbalists, while not alchemists, are included in this discussion. Herbary and alchemy have much in common, notably the preparation of "potions" from ingredients with magical properties. The Alchemy (pp. B59, C1148) and Herbary (p. C1150) skills should be regarded as different but equally-effective ways of producing the elixirs on pp. M100-102. Alchemists and herbalists cannot share formulas, even if they can both manufacture a given elixir, and the GM may wish to create a separate list of elixirs for each skill.

Design Notes

Attributes: Since alchemists are usually portrayed as learned philosophers, and herbalists as wise folk, we choose IQ 14.

Advantages: We offer a choice: Patron, Status and Wealth for successful urban alchemists; Acute Taste and Smell for identifying ingredients; and Magic Resistance and Resistant to Poison for protection from occupational hazards. Literacy is nearly universal among alchemists, but not among herbalists. An alchemist on the path to immortality might also have Longevity or even Unaging!

Disadvantages: Choices include typical "mad scientist" traits (Absent-Mindedness, Curious, Reclusive, Stubbornness) and disadvantages that stem from accidents and explosions (Bad Smell, Hard of Hearing, Missing Digit). Big-city alchemists often have Greed or a bad Reputation for blowing up the neighborhood, and some *do* like to blow things up (Pyromania)!

Primary Skills: The central skills of the alchemist (Eastern or Western) are Alchemy and Philosophy, while those of the herbalist are Botany and Herbary.

Secondary Skills: For Asian alchemists, we offer Chi Treatment and Nei Tan. Those of the European tradition are more likely to know Chemistry, Dyeing or Metallurgy. Potion peddlers will have Merchant skill, while Distilling, Pharmacy and Poisons can be found among alchemists and herbalists everywhere.

Background Skills: Standard "wizardly skills" such as Astrology, Occultism, Research, Teaching, Thaumatology and Writing are common. European alchemists often practice Hermetic magic, and will know ancient Egyptian or Greek; Asian alchemists usually pen their secrets in Sanskrit.



Spells: Alchemists may know spells, but most don't; they produce elixirs instead. An alchemist is an expert with a number of elixirs equal to his Alchemy (or Herbary) skill, which should be listed in his *formulary* (see p. M98).



Alchemist [75 points]

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: A total of 30 points chosen from Acute Taste and Smell [2/level], Literacy [10], Longevity [5], Magic Resistance [2/level], Patron (Alchemists' Guild, 6 or less) [10] or (9 or less) [20], Resistant to Poison [5], Status [5/level], Unaging [15] and Wealth [10 or 20].

Disadvantages: -30 points selected from Absent-Mindedness [-15], Bad Smell [-10], Curious [-5 to -15], Greed [-15], Hard of Hearing [-10], Missing Digit [-2 or -5], Pyromania [-5], Reclusive [-10], Reputation and Stubbornness [-5].

Primary Skills: Either Alchemy/TL3 (M/VH) IQ+1 [12]-15 and Philosophy (M/H) IQ [4]-14 or Botany/TL3 (M/H) IQ [4]-14 and Herbary/TL3 (M/VH) IQ+1 [12]-15.

Secondary Skills: A total of 10 points in Chemistry/TL3 (M/H), Chi Treatment (M/H), Distilling (M/A), Dyeing (M/A), Merchant (M/A), Metallurgy/TL3 (M/H), Nei Tan (M/VH), Pharmacy/TL3 (M/H) and Poisons (M/H).

Background Skills: A total of 4 points in Astrology (M/H), Languages (Egyptian, Greek or Sanskrit) (M/A), Occultism (M/A), Research (M/A), Teaching (M/A), Thaumatology (M/VH) and Writing (M/A).

Customization Notes

- Adventuring alchemists should learn Combat/Weapon skills; Fast-Draw (Elixir) and Throwing are *especially* useful for tossing pastilles! Starting money should mostly be spent on elixirs.
- Every alchemist has a formulary (p. M98). Consider listing effective skill level, ingredient cost and preparation time next to each elixir you're an expert with.

Modern-Day

Mrs. Kowalski (100 points)

Age 53; 5'6", 140 lbs.; gray hair, blue eyes, ruddy skin; fit middle-aged woman with generous hips, wearing a flower-print dress.

ST 9 [-10], DX 10 [0], IQ 15 [60], HT 11 [10]

Basic Speed 5.25, Move 5.

Dodge 5.

Advantages: Empathy [15]; Fit [5]; Longevity [5]; Luck [15].

Disadvantages: Chummy [-5]; Greed [-15]; Hard of Hearing [-10]; Sense of Duty (Everyone she knows personally) [-10].

Quirks: Compulsive advice-giver; Constantly exclaims, "Well! Would you look at that?"; Loves gardening; Nosy; Only turns up her hearing aid if money is being discussed. [-5]

Skills (TL7 where applicable): Acting-14 [1]; Astrology-14 [2]; Botany-14 [2]; Diplomacy-14 [2]; Driving (Automobile)-10 [2]; Fast-Talk-14 [1]; Fortune Telling-18† [2]; Gardening-16 [2]; Herbary-18 [20]; Lip-Reading-15 [2]; Merchant-17 [6]; Occultism-15 [2].

† Includes +3 for Empathy.

Languages: English-14 [1]; Polish (native)-15 [0].

Formulary: Aesculapius-17; Antaeus-18; Apollo-18; Ceres-14; Chiron-18; Delphi-17; Epimetheus-18; Eros-16; Hebe-10; Janus-16; Juno-18; Morpheus-18; Narcissus-18; Orpheus-17; Philemon-18; Priapus-18; Prometheus-17; Tyche-16.

ZORA KOWALSKI HAS LIVED in Berkeley, California since 1967, the year she fled Poland with her husband, Martin. While Martin worked in construction, Zora stayed home and practiced her arts: fortunetelling and herbalism. Martin died in 1989, but Zora got on with her life and continued her practice. She tells the tax man that she makes her living from horoscopes and tea-leaf readings, but the real money comes from her herbal elixirs. She only makes these on commission, but they are very effective. Love potions are her top seller, but she also does brisk business with university students who need a boost to pass that big exam.



Dr. Dieter Kromm (100 points)

Age 43; 5'10", 137 lbs.; salt-and-pepper hair, blue eyes, fair skin; scraggly, bearded man in dark glasses and a lab coat.

ST 10 [0], DX 11 [10], IQ 15 [60], HT 11 [10]

Basic Speed 5.50, Move 5.

Dodge 5, Parry 6.

Advantages: Resistant to Poison [5]; Status 1 (free, from Wealth) [0]; Wealthy [20].

Disadvantages: Absent-Mindedness [-15]; Curious [-5]; Pyromania [-5]; Weirdness Magnet [-15].

Quirks: Especially curious about cannon!; Gesticulates wildly when he speaks; Rubs hands together and nods vigorously when excited; Wears dark glasses indoors; Wears his lab coat everywhere. [-5]

Skills (TL5 where applicable): Alchemy-15 [8]; Armoury-14 [1]; Broadsword-12 [4]; Chemistry-15 [4]; Demolition-14 [1]; Engineer (Combat)-14 [2]; Fireworks-14 [2]; Gunner (Cannon)-13+ [2]; Leadership-14 [1]; Metallurgy-14 [2]; Philosophy-14 [2]; Research-14 [1]; Riding (Horse)-12 [4]; Tactics-14 [2]; Writing-14 [1].

† Includes +2 for IQ.

Languages: Ancient Egyptian-14 [1]; Ancient Greek-14 [1]; English-14 [1]; German (native)-15 [0].

Formulary: Agni-15; Ares-14; Argus-15; Chiron-15; Heracles-14; Hydra-12; Janus-13; Orion-15; Orpheus-14; Phobos-15; Prometheus-14; Syrinx-15; Theseus-15; Tyche-13; Vulcan-14.

Equipment (in the field): Breastplate (PD 4, DR 10); Cavalry saber (cut 1d+1, imp 1d-1); Dark glasses; Elixirs (in coat pockets): Agni (2 potions), Argus (1 unguent), Chiron (5 unguents), Phobos (2 pastilles); Lab coat; Promethean matches (40); Riding boots (PD 2, DR 2); Small telescope.

DR. KROMM WAS formerly a captain in the 1st Royal Artillery Regiment, but is presently a living, breathing hazard. He blunders about in dark glasses, even at night, waving his arms around madly as he speaks. Teacups, meerschauts and port glasses are the most common casualties of these antics. More disturbingly, he tinkers with explosives as he talks, then forgets them on the sideboard or under the chesterfield. Finally, he practices Hermetic alchemy without much attention to the proper rituals. This has resulted in some strange side effects, the most recent of which is a talking rat in the Duke's cellars.

- For those who can't choose between an alchemist or an herbalist: an alchemist fills the role of a modern physical scientist, and is usually found in the city. An herbalist is more like a life scientist, and is usually found in the countryside.

Using This Character

This template is ideal for players who want magical powers without Magery in a 75+ point campaign, or for GMs who need a generic alchemist for the local "magick shoppe." The lack of fast, flashy spells may discourage some, but the alchemist can analyze mysterious potions and manufacture elixirs for cheap, and may have access to secret formulas, making him a valuable addition to any adventuring party.

Optional Rules for Alchemy

These rules increase the power of alchemy, so the GM should not introduce them lightly. On the other hand, they put alchemists on an even footing with mages, and may encourage a broader spectrum of character types.

Elixirs as Maneuvers: Each elixir can be treated as a Hard maneuver (p. CI162ff) that defaults to Alchemy at its usual skill penalty. Since the point costs on p. CI164 are for maneuvers that default to physical skills (which "flatten out" at 8 points/level), while Alchemy is a M/VH skill (which flattens out at 4 points/level), we recommend halving them. This gives:

Level:	Default	Default+1	Default+2	Default+3	+1
Cost:	0	1/2	1	2	+1

No elixir can exceed Alchemy skill level. For instance, Persephone is normally created at -5 to skill, so it defaults to Alchemy-5. This can be raised to Alchemy-4 for 1/2 point, Alchemy-3 for 1 point, etc., until it equals Alchemy skill (the maximum), which costs 4 points.

Alchemist Gadgeteers: The Gadgeteer advantage (p. CI25) lets one invent new elixirs using the rules on pp. CI121-124. Alchemy or Herbary skill is required. Use the skill penalties for comparable existing elixirs to judge complexity. E.g., Ceres (-4) would be a Complex elixir; Hebe (-8) would be Amazing.

Quick Alchemy: An alchemist with the 50-point version of Gadgeteer may create any elixir in his formulary in minutes equal to twice the number of days normally required to make it. This requires a skill roll at *double* the usual skill penalty, with a further -1 for improvised equipment; if using the maneuver rules, apply the elixir's usual skill penalty to the alchemist's level with that elixir instead. The alchemist must still buy ingredients, but they are "generic" and can be used to make any elixir in his formulary. He merely specifies the total dollar cost of his ingredients and reduces this figure by the cost of the materials required for each elixir he makes.

Example: Harold is making Hydra elixir to help Mona, whose arm was eaten by wolves. Hydra normally requires \$300 worth of materials, takes 20 weeks (140 days) to make and is made at -3 to skill. Harold has \$1,000 worth of ingredients and Alchemy-18. The Hydra elixir will take him 280 minutes (about 5 hours) to make, require a skill roll at -7 (11 or less) and leave Harold with \$700 worth of ingredients.

Instant Alchemy: This is a version of "Gizmo" Gadgets (p. CI124) for alchemists. Every 5 points spent on Gizmos (maximum 15) lets the alchemist prepare one elixir per game session *instantly*! He can pull it out at any time and specify that it is any elixir in his formulary. This requires only a Ready maneuver (no skill roll), but has the usual ingredient cost.

$$H_T - H_{298} = \sum \int_{T_1}^{T_2} C_p dT + \sum \Delta H_{rxn}$$

Alyce Smoke

(150 points)

Age 18; 5'5", 124 lbs.; young woman with black hair, wearing leather trousers and wielding a shield and a spear.

ST: 9 [-10] **IQ:** 14 [45] **Speed:** 6.00
DX: 13 [30] **HT:** 11 [10] **Move:** 5
Dodge: 5 **Parry:** 6

Advantages

Comfortable Wealth [10]; Gadgeteer (Quick, with 3 Gizmos) [65]; Literacy [10].

Disadvantages

Greed [-15]; Odious Personal Habit ("Wild" and uncivilized) [-5]; Overconfidence [-10]; Pyromania [-5]; Stubbornness [-5].

Quirks

Compulsive haggler – never pays full price; Doesn't "waste time" on ritual and mysticism; Feisty and scrappy; Hopes to discover a way to become a mage; Wears clothing with lots of pockets. [-5]

Skills

Alchemy/TL3-16 [16]; Brawling-13 [1]; Fast-Draw (Elixir)-13 [1]; Holdout-12 [½]; Merchant-14 [2]; Poisons-14 [4]; Shield-14 [2]; Spear-12 [1]; Stealth-12 [1]; Thaumatology-12 [2]; Throwing-13 [4]; Traps/TL3-12 [½].

Languages

Anglish (native)-14 [0].

Formulary (second number is for quick alchemy)

Achilles-13/9; Ares-15/13; Atalanta-16/15; Cadmus-16/15; Chiron-16/15; Daedalus-14/11; Eris-16/15; Heracles-15/13; Hermes-15/13; Janus-14/11; Morpheus-16/15; Odysseus-13/9; Philoctetes-16/15; Phobos-16/15; Sisyphus-16/15; Thanatos-16/15.

Equipment

Gold ring enchanted with Ignite Fire and set with a ruby Powerstone (ST 2, dedicated; provides 4 energy). Leather armor (PD 2, DR 2). Pouch of generic ingredients (\$1,000). Purse of silver (\$10). Small shield with Deflect +1 (PD 3). Spear (imp 1d in one hand; imp 1d+1 if thrown).

Description

ALYCE IS THE DAUGHTER of two adventurers: her father is a sorcerer and an alchemist, while her mother is an assassin (who claims to be just another mercenary). As a result, Alyce didn't exactly have a normal upbringing: she grew up on the road, wore trousers instead of dresses, was fitted for her first suit of cuirbouilli at age 12, and had learned to hunt with a spear by age 15. Much to her – and her father's – chagrin, however, Alyce was not born a mage. Her father taught her alchemy, which she had a natural gift for, but could not teach her magic. To this day, Alyce is unhappy about that, and her personal goal in life is to discover a way to grant herself Magery through alchemy. With her ability and determination, she might just do it!

Alyce adventures with her parents and several of her parents' traveling companions, and has proven to be a useful addition to their band. In battle, she whips out noxious pastilles, ignites them with her magic "ring of fire" and tosses them into the ranks of the enemy. At night around the campfire, she cooks up helpful elixirs for her companions, achieving in a few hours what many alchemists take weeks to perfect. Luckily for Alyce,



the band she travels with are good at what they do; her magic ring, enchanted shield and expensive materials were paid for entirely out the spoils of adventuring.

Since Alyce wasn't raised to be a "proper young woman" and was expected to be responsible and self-reliant at an early age, she is boastful, strong-headed and a bit rude. Her traveling companions, including her parents, find this endearing, but it has been the cause of more than a few brawls. Naturally, Alyce has responded to this by learning how to fight, which has only exacerbated the problem. A far more serious concern is the Alchemists' Guild. As long as she doesn't actually sell elixirs on their turf (most large cities), they're willing to leave her alone. When they finally get wind of her special talents, though, things are bound to get "interesting."

Alyce was designed to illustrate the *Alchemist Gadgeteers*, *Quick Alchemy* and *Instant Alchemy* rules. Her Gadgeteer advantage and Gizmos give her many useful abilities, limited only by her supply of magical materials. Three times per game session, she can simply Fast-Draw a pastille of her choice from her bag of ingredients, ignite it with her ring and toss it with her Throwing skill. Out of combat, she can produce many useful elixirs cheaply and quickly for her companions. Finally, she can invent new elixirs quickly. Realistically, if anyone is going to discover an "elixir of Magery," it's going to be Alyce!

With her abilities, Alyce is best-suited to a larger-than-life fantasy game, and would work well as PC in a 150-point campaign. An interesting twist would be for a player to assume the role of one of her parents, taking Alyce as an Ally! Alternatively, Alyce and her parents could *all* be PCs. Those who'd rather not use the optional gadgeteering rules can remove Alyce's Gadgeteer advantage and spend 15 points on other abilities (perhaps more DX) to get an equally workable – if less interesting – 100-point character.

Andrew, Steven's son (75 points)

Age 16; 5'6", 90 lbs.; brown hair and eyes; skinny youth in raggedy boy's clothing.

ST 9 [-10], DX 13 [30], IQ 12 [20], HT 10 [0]

Basic Speed 5.75, Move 6.

Dodge 5.

Advantages: Acute Hearing +1 [2]; Literacy [10]; Magery 2 [25]; Patron (150-point master wizard, 9 or less) [10].

Disadvantages: Duty (To master, 12 or less, not dangerous) [-5]; Gluttony [-5]; Gullibility [-10]; Skinny [-5]; Struggling Wealth [-10]; Youth (16 years old) [-4].

Quirks: Dislikes girls; Gulps his food; Listens to the bards at the local inn while "studying"; Uses a fanciful name ("Andrew Damien Stevenson III") when he can get away with it; Very conscious of social class. [-5]

Skills: Area Knowledge (Town)-11 [½]; Cooking-11 [½]; Occultism-12 [2]; Research-11 [1]; Running-7 [½]; Savoir-Faire (Servant)-11 [½]; Speed-Reading-11 [1]; Stealth-11 [½]; Swimming-12 [½]; Thaumatology-12* [2]; Throwing-11 [1]; Writing-11 [1].

Languages: English (native)-12 [0].

Spells* (1 point each): Apportation-12; Banish-12; Clean-12; Detect Magic-12; Find Direction-12; Ignite Fire-12; Lend Strength-12; Light-12; Measurement-12; Purify Air-12; Recover Strength-12; Restore-12; Seek Earth-12; Seek Food-12; Seek Plant-12; Seek Water-12; Sense Life-12; Share Strength-12; Simple Illusion-12; Tell Time-12; Test Food-12.

* Includes +2 for Magery.



ANDREW SEES MAGIC as a ticket to fame and fortune, and can hardly wait to venture forth as a journeyman. He can often be found at the inn, listening to tall tales. Quiet and studious, Andrew secretly longs for adventure and idolizes those who seem to have exciting or dangerous lives. He's completely naive about such things, however. During a pause in a tale, for instance, he'll ask how to tell a right-handed sword from a left-handed one, explaining that a previous traveler told him they were different. Of course, sitting quietly as he does, Andrew occasionally overhears something important.

APPRENTICE

"Students achieving Oneness will move on to Twoness."

— Woody Allen

IN THE MAJORITY of fantasy settings, there are so few people with magical aptitude that it is often more efficient for a master wizard to take a few *apprentices* than it is for him to teach in a classroom. Such apprentices are a standard feature in any setting where magic can be learned from books and teachers. They aren't as common in settings where magical powers are a god-given gift or the result of a spiritual quest.

In a society with a traditional guild structure, an apprentice handles mundane tasks (cooking, sweeping, etc.) for his master in return for being taught magic. When he is sufficiently skilled at wizardry, he graduates to the level of *journeyman*: someone who can practice magic on his own. Most wizards never progress beyond this level. Those who wish to become masters must prove themselves in the eyes of the guild, usually by inventing a new spell or enchanting an item of power (a *masterwork*). Only masters may legally train apprentices, although many senior journeymen assist their masters at teaching, and many have assistants of their own who are apprentices in all but name.

In low-tech or low-magic societies, an apprentice is anyone who is learning magic from a wizard of greater skill. In this case, the "master" may treat his student just like a formal apprentice (i.e., a lot like a servant), as an equal, or – in a society where magical talent is respected and sought after – as a valuable resource to be handled with a velvet glove. This "informal apprenticeship" is usually the only kind available in pre-literate cultures, and is common in rural areas even in settings where guilds and formal apprenticeship do exist.

Of course, some high-magic and modern-day fantasy settings feature true magical academies with hundreds or even thousands of attendees. These students would still qualify as apprentices, but the emphasis would be on book learning and formal study rather than on developing a working relationship with a mentor. One feature of such apprentices is that they all know the same spells; there's not a whole lot of room for individuality. If magical academies do exist in the campaign, the GM may wish to create a customized version of this template for each one.

Regardless of the setting, an apprentice is youthful more often than not, typically impulsive or curious, often a tad awkward, and usually more ambitious than is good for him. A few are simply incompetent. Some scheme to usurp their master's positions after learning their secrets. Just as important to an apprentice's personality is his master's outlook: some masters are kindly and patient, while others are strict disciplinarians and perfectionists. Some are good and wise, others are evil and corrupting. A few masters are charlatans, or use their apprentices as unpaid servants; the students of such masters rarely learn much.

Design Notes

Attributes: We choose IQ 12, since any apprentice worth a teacher's time will be brighter than average (but rarely a genius, at least in fantasy literature). Apprentices in fiction always seem to be scrawny but good at wiggling out of dangerous situations, so we also take ST 9, DX 12.

Advantages: Literacy is vital for anyone learning magic, and we give our apprentice Magery 2 so that he can learn spells at level 12 for only 1 point. His master might occasionally step in to bail him out, so we add Patron (150-point master wizard) as well.

Disadvantages: Our apprentice is just starting out, so we make him 16 years old, which gives him Youth. We select a nonhazardous Duty and Struggling wealth to reflect his dependency on his master. Finally, we offer a choice of disadvantages that suit a young (Curious, Gluttony, Gullibility, Impulsiveness) or “nerdish” (Clueless, Klutz, Low Self-Image, Oblivious, Skinny, Unattractive, Unfit) character.

Primary Skills: Occultism-12 and Thaumatology-12 cover the theoretical side of magical training – and probably the only professional training that a wizard character this young would have!

Secondary Skills: We give our character Research, Speed-Reading and Writing, all at level 11, to reflect the basic academic skills that he would pick up in his day-to-day studies.



Background Skills: A choice between level 11 in any two of Carpentry, Cooking, Savoir-Faire (Servant), and Scrounging rounds out our apprentice's “domestic” skills, which he would have picked up early in his apprenticeship.

Spells: Apprentices rarely have much depth in any one college of magic. Spells with more than one or two prerequisites would be extremely rare for a wizard this young. Instead, we assume that our wizard's master taught him the basic spells of many colleges (14).

We include many spells that are useful in day-to-day life or around the house, like Clean, Ignite Fire, Measurement, Tell Time and Test Food. We also add Recover Strength, which is useful for any wizard, and Share Strength for assisting the master with large spells. Finally, we toss in Banish on a whim, mostly because it's a good safety precaution against backfires. However, An evil apprentice might manage to secretly learn Summon Demon – so we offer a choice.

Apprentice [75 points]

Attributes: ST 9 [-10], DX 12 [20], IQ 12 [20], HT 10 [0].

Advantages: Literacy [10], Magery 2 [25], Patron (150-point master wizard, 9 or less) [10].

GURPS Horror

Albrecht Zwerg (75 points)

Age 35; 3'5", 80 lbs.; bald, beady blue eyes, pasty skin; a nervous dwarf in worn upper-class clothing.

ST 9 [-10], DX 12 [20], IQ 13 [30], HT 11 [10]

Basic Speed 5.75, Move 4.

Dodge 4.

Advantages: Magery 2 [25]; Patron (150-point wealthy occultist, 9 or less) [10].

Disadvantages: Duty (To master, 12 or less, definitely dangerous!) [-10]; Dwarfism [-15]; Struggling Wealth [-10]; Unattractive [-5].

Quirks: Always carries a loaded pistol; Likes horses; Somewhat sadistic; Suspects everyone of mocking him until they prove otherwise; Yells at his master's servants. [-5]

Skills (TL5 where applicable): Animal Handling-12 [2]; Carpentry-12 [½]; Guns (Pistol)-14† [1]; Lip Reading-12 [1]; Occultism-12 [1]; Research-12 [1]; Savoir-Faire (Servant)-12 [½]; Scrounging-12 [½]; Speed-Reading-12 [1]; Streetwise-12 [1]; Teamster-12 [1]; Thaumatology-12* [1]; Writing-11 [½].

Languages: Czech-12 [1]; German (native)-13 [0]; Rumanian-12 [1].

Spells* (1 point each): Apportation-13; Clean-13; Detect Magic-13; Find Direction-13; Ignite Fire-13; Lend Strength-13; Light-13; Measurement-13; Purify Air-13; Recover Strength-13; Restore-13; Seek Earth-13; Seek Food-13; Seek Plant-13; Seek Water-13; Sense Life-13; Share Strength-13; Simple Illusion-13; Summon Demon-13; Tell Time-13; Test Food-13.

* Includes +2 for Magery.

† Includes +2 for IQ.

ALBRECHT WAS BORN “Anton Zacek” to a peasant family in the Balkans in 1839. His family feared that his dwarfism was a curse, so when a kindly German doctor named Ulme offered to take him away to “find a cure” his parents consented: better the child be his problem than their own. What they didn't know was that Ulme was not a medical doctor but an occultist, and secretly a powerful sorcerer who had recognized Anton's magical gifts. Ulme took Anton to his isolated manor in Germany, where he renamed the boy “Albrecht Zwerg” and taught him magic. Today, Albrecht assists Ulme in his magical research, which grows increasingly more sinister . . .



Selena (75 points)

Age 16; 5'8", 130 lbs.; black hair in braids, dark-brown eyes, pale skin; tall girl in tie-dyed dress and sunglasses.

ST 9 [-10], DX 12 [20], IQ 12 [20], HT 10 [10]

Basic Speed 5.5, Move 5.

Dodge 5.

Advantages: Attractive [5]; Lunar Influence [5]; Moon-Aspected Magery 3 [18]; Night Vision [10]; Patron (150-point sorceress, 9 or less) [10]; Strong Will +1 [4].

Disadvantages: Curious [-10]; Duty (To mistress, 12 or less, not dangerous) [-5]; Reputation -2 ("Weird witch!", only in her home town) [-5]; Struggling Wealth [-10]; Youth (16 years old) [-4].

Quirks: Always braids hair; Always wears sunglasses during the day; Feminist; Makes weird hand gestures at people who bother her; Wears "hippy clothing." [-5]

Skills: Astrology-10 [1]; Driving/TL7 (Car)-11 [1]; Merchant-11 [1]; Occultism-12 [2]; Research-11 [1]; Scrounging-11 [½]; Speed-Reading 11 [1]; Thaumatology-13* [2]; Writing-11 [1].

Languages: French-10 [½]; Spanish (native)-12 [10].

Spells* (1 point each): Apportation-13; Banish-13; Clean-13; Detect Magic-13; Find Direction-13; Ignite Fire-13; Lend Strength-13; Light-13; Measurement-13; Purify Air-13; Recover Strength-13; Restore-13; Seek Earth-13; Seek Food-13; Seek Plant-13; Seek Water-13; Sense Life-13; Share Strength-13; Simple Illusion-13; Tell Time-13; Test Food-13.

* Includes +3 for Magery.

Note: Selena's ST, DX, HT and spells are at +3 during the full moon. During the new moon, her physical attributes are at -3 and she has no magical powers at all. See also Lunar Influence and Moon-Aspected Magery, p. C139.

MARTA CALLELA WAS BORN on a full moon in 1981, in a town near Barcelona, Spain. Some of the women in her maternal line were known as witches in their time, but all that was forgotten by the 1980s. Marta had the Gift, however, and eventually began reading books on occultism, searching for a reason why her life was so tied to the lunar cycle. This led her to a small store full of herbs, candles and astrological charts, where she met her future mentor, Tita Solá. Marta now goes by "Selena," works in Tita's shop and learns magic. This has led to rejection by her old friends and family, but her curiosity has kept her from reconsidering her choices.

Disadvantages: Duty (To master, 12 or less, not dangerous) [-5]. Struggling Wealth [-10], Youth (16 years old) [-4], and -10 points from among Clueless [-10], Curious [-5 or -10], Gluttony [-5], Gullibility [-10], Impulsiveness [-10], Klutz [-5], Low Self-Image [-10], Oblivious [-3], Skinny [-5], Unattractive [-5] and Unfit [-5].

Primary Skills: Occultism (M/A) IQ [2]-12, Thaumatology* (M/VH) IQ [2]-12.

Secondary Skills: Research (M/A) IQ-1 [1]-11, Speed-Reading (M/A) IQ-1 [1]-11, Writing (M/A) IQ-1 [1]-11.

Background Skills: Any two of Carpentry (M/E) IQ-1 [½]-11, Cooking (M/E) IQ-1 [½]-11, Savoir-Faire (Servant) (M/E) IQ-1 [½]-11, Scrounging (M/E) IQ-1 [½]-11.

Spells* (base spell level 12, 11 with VH): One point was spent on each of the following spells:

Air [1]: Purify Air-12.

Communication and Empathy [1]: Sense Life-12.

Earth [1]: Seek Earth-12.

Fire [1]: Ignite Fire-12.

Food [2]: Seek Food-12, Test Food-12.

Healing [3]: Lend Strength-12, Recover Strength-12, Share Strength-12.

Illusion and Creation [1]: Simple Illusion-12.

Knowledge [4]: Detect Magic-12, Find Direction-12, Measurement-12, Tell Time-12.

Light and Darkness [1]: Light-12.

Making and Breaking [2]: Clean-12, Restore-12.

Movement [1]: Apportation-12.

Necromantic [1]: Banish-12 or Summon Demon-12.

Plant [1]: Seek Plant-12.

Water [1]: Seek Water-12.

* Thaumatology skill and Spells include +2 for Magery.

Customization Notes

- Another 16 points in disadvantages and quirks can be chosen. Since skills and spells already total 29 points, only 3 more points can be spent on these things (the apprentice is 16 years old), so consider raising an attribute or buying an advantage instead.
- If you're feeling more adventurous, consider using your remaining points to pick up a Combat/Weapon skill or two.
- Remember to give your Patron a name, define his personality and choose his spells. These things may help define your own quirks and mental disadvantages, and will determine what spells you can learn from your master later on.
- Several spells require a large number of spells from many colleges as prerequisites. Such spells are quite accessible to a wizard who knows spells in 14 colleges, so consider learning a few of them: Enchant, Magic Resistance, Shapeshifting, etc.
- With a little work, the spell list above could be altered to match that of another wizard template in this book, giving an apprentice version of that wizard.

Using This Character

This apprentice would be an ideal PC in a 75-point fantasy campaign, and would also work well as the Ally or Dependent (worth 0 points) of a journeyman wizard in a 100-point game or a master wizard in a high-powered game. Another option would be to add 25 points of attributes or advantages and use him as a *gifted* apprentice in a 100-point campaign. In any event, his basic knowledge of 14 colleges of magic will allow him to quickly learn some fairly powerful spells.

Bonnie o' the Haunted Hill

(100 points)

Age 16; 5'7", 130 lbs.; freckled, red-headed girl in sheepskin, wielding a leather-wrapped staff and surrounded by cats.

ST: 10 [0] **IQ:** 13 [30] **Speed:** 6.00
DX: 13 [30] **HT:** 11 [10] **Move:** 6
Dodge: 6 **Parry:** 8

Advantages

Animal Empathy [5]; Literacy [10]; Magery 2 [25]; Second Sight [2].

Disadvantages

Curious [-10]; Impulsiveness [-10]; Struggling Wealth [-10]; Stubbornness [-5]; Youth (16 years old) [-4].

Quirks

Avid reader of fanciful tales; Dislikes smokers, smoking and tobacco; Likes cats; Regards cooking as a fine art; Wants to learn new spells, and isn't choosy about which ones. [-5]

Skills

Animal Handling-15[†] [1]; Cooking-13 [1]; First Aid/TL3-12 [½]; Occultism-12 [1]; Research-12 [1]; Speed-Reading-13 [2]; Staff-12 [2]; Thaumatology-12* [1]; Writing-12 [1].

† Includes +4 for Animal Empathy.

Languages

English (native)-13 [0], Latin-11 [½].

Spells*

(1 point each): Appotation-13; Banish-13; Beast-Soothe-13; Clean-13; Detect Magic-13; Ignite Fire-13; Lend Health-13; Lend Strength-13; Light-13; Minor Healing-13; Purify Air-13; Recover Strength-13; Restore-13; Seek Earth-13; Seek Food-13; Seek Plant-13; Seek Water-13; Secker-13; Share Strength-13; Simple Illusion-13; Test Food-13.

* Includes +2 for Magery.

Equipment

Chiron unguents (2); First aid kit; Light leather armor (PD 1, DR 1); Numerous cats; Quarterstaff (cr 1d+2, cr 1d). Small pouch.

Description

BONNIE IS THE ONLY child of a seeress (Mhaire Truthsayer) and a healer (Rob Healhands), and was born with many gifts – a sharp mind, a quick hand, an affinity for magic and a way with beasts – that some felt were due to distant elvish ancestors in her parents' bloodlines. She was raised as a wizard, with her parents teaching her reading and writing, magical theory, and the rudiments of their own magical professions. Bonnie proved to be a quick learner, and had mastered 20 spells by her 15th birthday.

Bonnie was not one to stay at home and use her talents to find lost children or treat bunions. An avid reader, she became aware at an early age of the existence of professional

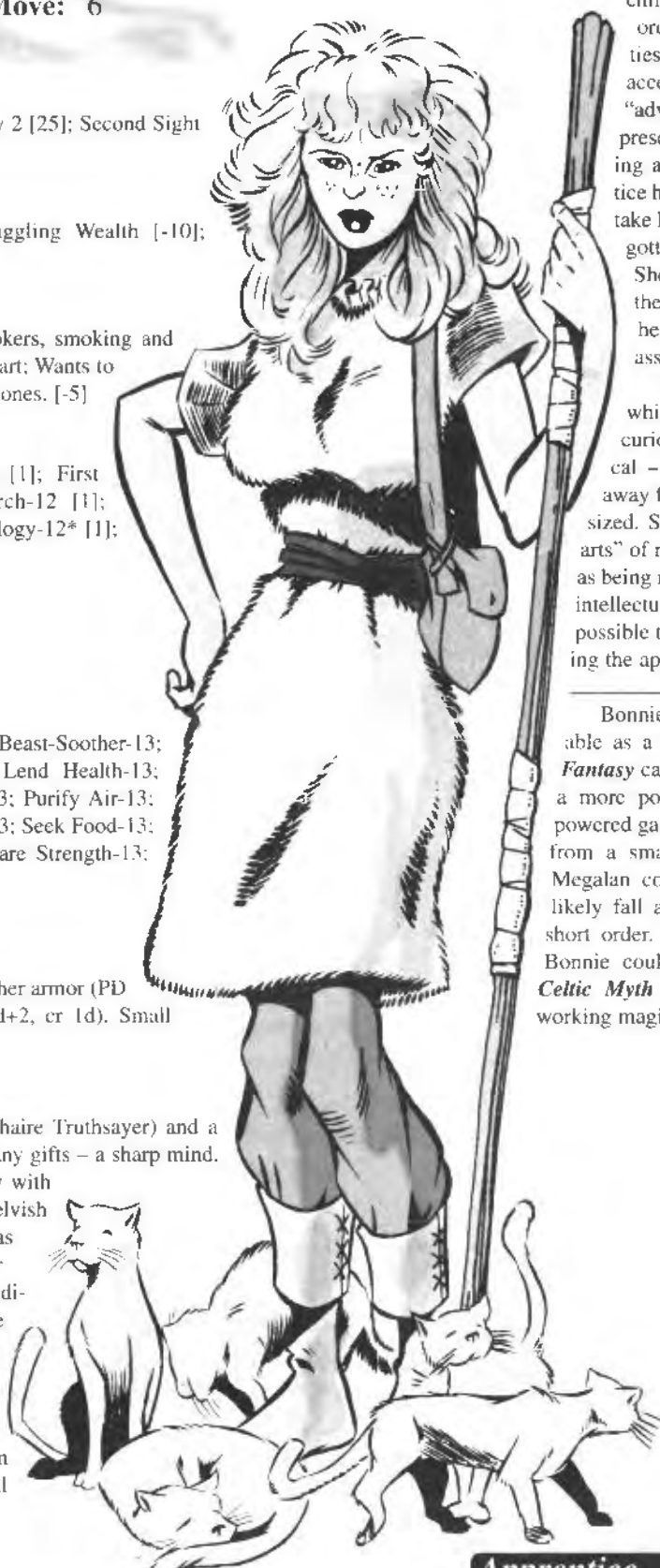
"adventuring wizards" who voyaged to distant lands, sought ancient scrolls, slew monsters and traveled with brave warriors and cunning burglars. That, she decided, was the life for her, and she left home at the age of 16 to seek her fortune in the world. Her parents were hesitant about allowing this, but her mother predicted that it was her destiny, and so they let her go on her way.

Life on the road has not been easy, but it has been exciting. While Bonnie has ended up treating far more bunions and finding far more lost children than she'd care to in

order to pay her way, her abilities have earned her a degree of acceptance among those in the "adventuring profession." She is presently in the process of seeking a traveling wizard to apprentice herself to – someone who will take her to see elves, dragons, forgotten crypts and far-off lands. She feels that her self-given epithet (o' the Haunted Hill) lends her a mysterious air that will assist her in her search.

Bonnie's weakness is that while she isn't naive, she is more curious and impetuous than ethical – something that her months away from home have only emphasized. She's likely to see the "black arts" of necromancy and demonology as being nothing more than interesting intellectual exercises, and it's quite possible that she could end up becoming the apprentice of an *evil* wizard.

Bonnie is a gifted apprentice, suitable as a PC in a 100-point **GURPS Fantasy** campaign or as a NPC Ally for a more powerful wizard in a higher-powered game. As written, she would be from a small town in the Cardien or Megalan countryside, and would quite likely fall afoul of a wizards' guild in short order. With a few small changes, Bonnie could also fit into a *Camelot*, *Celtic Myth* or *Vikings* campaign with working magic.



Karsh Hunter (150 points)

Age 37; 5'10", 160 lbs.; light-brown hair, green eyes, weathered skin; husky man in furs, with braided hair and beard.

ST 11 [10], DX 13 [30], IQ 14 [45], HT 11 [10]

Basic Speed 6.00, Move 5.

Dodge 5.

Advantages: Legal Enforcement Powers [15]; Magery 3 [35]; Semi-Literacy [5].

Disadvantages: Bloodlust [-10]; Extremely Hazardous Duty [-20]; Overconfidence [-10].

Quirks: Calls his victims "little rabbits"; Dresses in skins and furs; Drinks only beer and mead – thinks wine is for pansies. Presents the victim's head as proof of the kill; Refuses to work in the city. [-5]

Skills: Broadsword-13 [2]; Camouflage-14 [1]; Shadowing-14 [2]; Spell Throwing (Ice Dagger)-14 [2]; Stealth-14 [4]; Streetwise-13 [1]; Tracking-14 [2]; Traps/TL3-14 [2].

Languages: English (native)-14 [0].

Spells* (1 point each): Apportation-15; Clean-15; Create Water-15; Dehydrate-15; Destroy Water-15; Far-Hearing-15; Flight (VH)-14; Hawk Flight (VH)-14; Hush-15; Ice Dagger-15; Ice Sphere-15; Icy Weapon-15; Keen Ears-15; Levitation-15; Mage-Stealth-15; Purify Water-15; Restore-15; Scryguard-15; Seek Food-15; Seek Water-15; Seeker-15; Shape Water-15; Silence-15; Simple Illusion-15; Sound-15; Sound Vision-15; Teleport (VH)-14; Trace-15; Wall of Silence-15.

* Includes +3 for Magery.

Equipment: Broadsword-sized falchion (cut 1d+3, cr 1d-1); Heavy furs (DR 1); Leather armor (PD 2, DR 2).

KARSH IS A WIZARDLY assassin trained by one of Megalos' many "secret agencies." He goes about his work like a hunter, tracking down enemies of the state in the countryside. He uses magic to seek his victim, get ahead of him on the road and silently stalk him, then makes the kill using Ice Daggers from camouflage. His trademark is a decapitating shot with his falchion, "just to be sure." Karsh is crude, savage, barely-literate and not at all subtle: his services would never be used in the city. While he is not a law enforcer *per se*, he enjoys the legal protection of the state and is always absolved of his crimes, however blatant.

ASSASSIN

"It was said that life was cheap in Ankh-Morpork. This was, of course, completely wrong. Life was often very expensive; you could get *death* for free."

– Terry Pratchett, "Pyramids"

IN FANTASY, few things are as terrifying as the wizardly assassin. Tales abound of killers who can enter a secure room, kill their sleeping victim with a touch, then vanish without a trace. Few wizardly assassins are actually this competent, and many are little better than murderous psychopaths with spells; nonetheless, they are commonly viewed as being a threat nonpareil, and smoking them out before they strike is generally considered to be the best defense against them. This means that most wizardly assassins must hide from the authorities – unless they *work* for them!

Since this is such a risky profession, it requires a great deal of skill: the information-gathering abilities of a spy (p. 112) to learn about the target, the infiltration skills of a thief (p. 124) to get near him, and the lethal spells of a battle wizard (p. 28) to dispatch him. The ideal wizardly assassin will choose his spells with a view to achieving the following objectives:

- Locating the target.
- Observing the target.
- Approaching the target without alerting him.
- Killing the target quickly and silently.
- Obscuring the evidence at the site of the kill.
- Leaving the area undetected.

These priorities are reflected in the template below.

Design Notes

Attributes: An assassin is often alone in dangerous territory and can't receive ST from allies or recover it by pausing to rest; therefore, we make it a priority to give him a base level of 15 with his spells. Since IQ 14, Magery 3 is the cheapest way to accomplish this, we take IQ 14. We add DX 13 to help with weapon skills and stealth.

Advantages: We choose Magery 3 for the reasons given above, add Literacy, and offer a choice that includes Alternate Identity and Zeroed for mysterious assassins,

Legal Enforcement Powers for those who work for the authorities, Night Vision for lurking in the dark, Patron (Assassins' Guild), Reputation and Wealth for suc-



cessful killers, and Resistant to Poison for those who have built up an immunity to their own deadly doses.

Disadvantages: To reflect the assassin's legal status, we offer a choice between working for the authorities (Extremely Hazardous Duty) or hiding from them (Secret). We also add a choice of sociopathic disadvantages to reflect the fact that killers – even state-sanctioned ones – aren't going to be pleasant people.

Primary Skills: Shadowing and Stealth at 14 are the primary skills needed to stalk a victim undetected. Even a wizardly assassin should be able to use a concealable weapon and snipe with a ranged one, so we add 4 points of Combat/Weapon skills to cover this.

Secondary Skills: We include Streetwise-13 for such necessities as procuring poisons and weapons, and landing contracts. A choice between Armoury, Poisons and Traps covers needed technical skills.

Background Skills: Almost any Thief/Spy skill could be of use to an assassin, so we add 4 points in such skills to cover this ground.

Spells: We give our assassin Seeker and Trace for locating and tracking targets, a choice of Movement spells to help get in and out quickly (one set for those who like to use the door, another for those who would rather fly or teleport), and both Clean and Scryguard to hide the evidence afterward.

Next, we give our assassin a choice between Sound or Light and Darkness spells for observation and concealment. Both colleges offer a long-range observation spell (Far-Hearing, Hawk Vision), a means of coping with the dark (Sound Vision, Night Vision), a powerful stealth spell (Mage-Stealth, Invisibility) and spells for averting prying eyes or ears (Wall of Silence, Darkness).

Finally, for the actual kill, we offer three options: Body Control offers the lethal Deathtouch spell, as well as Stun for dealing with guards. The Necromantic college allows slow death through Pestilence, plus Steal Health for dealing with helpless victims. The Water college offers two deadly Missile spells that conveniently vanish on impact, the Dehydrate spell, and several spells handy for drowning victims and washing bloody hands.

Assassin [150 points]

Attributes: ST 10 [0], DX 13 [30], IQ 14 [45], HT 10 [0].

Advantages: Literacy [10], Magery 3 [35] and 15 points chosen from Alternate Identity [15], Comfortable Wealth [10], Legal Enforcement Powers [15], Night Vision [10], Patron (Assassins' Guild, 9 or less) [15], Reputation +2 (Underworld only) [5], Resistant to Poison [5] and Zeroed [10].

Disadvantages: Extremely Hazardous Duty [-20] or Secret [-20], plus -10 points of "antisocial" disadvantages such as Bloodlust [-10], Callous [-6], Loner or Reclusive [-5 or -10], No Sense of Humor [-10], Odious Personal Habit [-5 or -10] and Paranoia [-10].

Primary Skills: Shadowing (M/A) IQ [2]-14, Stealth (P/A) DX+1 [4]-14. One of Blackjack (P/E) DX+1 [2]-14, Garrote (P/E) DX+1 [2]-14 or Knife (P/E) DX+1 [2]-14, plus 2 points in a ranged Combat/Weapon skill like Blowpipe (P/H), Bow (P/H), Crossbow (P/E), Knife Throwing (P/E), Shuriken (P/H) or Spell Throwing (P/E).

Secondary Skills: Streetwise (M/A) IQ-1 [1]-13. One of Armoury/TL3 (M/A) IQ-1 [1]-13, Poisons (M/H) IQ-2 [1]-12 or Traps/TL3 (M/A) IQ-1 [1]-13.

Background Skills: A total of 4 points in Acting (M/A), Camouflage (M/E), Climbing (P/A), Disguise (M/A), Fast-Talk (M/A), Forgery/TL3 (M/H), Holdout (M/A), Intelligence Analysis/TL3 (M/H) and Tracking (M/A).

Spells* (base spell level 15, 14 with VH): One point was spent on each of the following spells:

Food [1]: Seek Food-15.

GURPS Fantasy

Mystknife (150 points)

Age 30; 5'6", 125 lbs.; white-blond hair, brown eyes, pale skin; young woman in a simple dress and hooded cloak.

ST 9 [-10], **DX** 13 [30], **IQ** 14 [45], **HT** 11 [10]

Basic Speed 6.00, Move 6.

Dodge 6.

Advantages: Extra Fatigue 1 [3]; Literacy [10]; Magery 3 [35]; Patron (Assassins' Guild, 9 or less) [15].

Disadvantages: Callous [-6]; Light Sleeper [-5]; Loner [-5]; Secret (Hired assassin) [-20]; Workaholic [-5].

Quirks: Has no desire for power within the Assassins' Guild; Quiet and a little shy; Sees killing as "just another job;" Something of an ascetic; Works only at night [-5].

Skills: Area Knowledge (Tredroy)-14 [1]; Body Sense-12 [2]; Fast-Draw (Knife)-14 [2]; Holdout-14 [2]; Knife-14 [2]; Knife Throwing-14 [2]; Poisons-12 [1]; Shadowing-14 [2]; Stealth-14 [4]; Streetwise-13 [1].

Languages: English-14 (native) [0].

Spells* (1 point each, except where noted): Apportation-15; Blur-15; Clean-15; Continual Light-15; Curse-Missile-15; Darkness-15; Deathtouch-15; Flight (VH)-14; Hawk Flight (VH)-14; Hawk Vision-15; Invisibility-20 [10]; Itch-15; Keen Eyes-15; Levitation-15; Light-15; Night Vision-15; Pain-15; Paralyze Limb-15; Restore-15; Scryguard-15; Seek Food-15; Seek Water-15; Seeker-15; Simple Illusion-15; Spasm-15; Stun-15; Teleport (VH)-15 [2]; Trace-15; Wither Limb-15.

* Includes +3 for Magery.



"MYSTKNIFE" IS A MEMBER of the Tredroy Assassins' Guild. She specializes in invisible entry and killing with the Deathtouch spell. She is also handy with a knife, and always leaves a poisoned knife wound to obscure the fact that magic was used. Myst is a lonely, quiet woman whose life appears to revolve around her job: stalk, kill, collect payment, eat, (try to) sleep, get up and do it all over again. She has no living relatives, no friends or lovers, and few strong views or passions. If there's a reason for this, no one knows what it is. Her fellow Guild members find her creepy, and tend to avoid her.

Dr. Parker (150 points)

Age 43; 5'10", 145 lbs.; bald, black eyes, dark brown skin; middle-aged gentleman, impeccably dressed.

ST 10 [0], DX 13 [30], IQ 14 [45], HT 10 [0]

Basic Speed 5.75, Move 5.
Dodge 5.

Advantages: Comfortable Wealth [10]; Disease-Resistant [5]; Magery 3 [35]; Resist-ant to Poison [5].

Disadvantages: No Sense of Humor [-10]; Paranoia [-10]; Secret (Killer wanted in many unsolved cases) [-20].

Quirks: Avoids other wizards; Believes he's in touch with Voodoo spirits; Dresses well; Likes to lurk in hospitals; Only uses weapons for self defense – prefers disease or poison for assassination. [-5]

Skills (TL7 where applicable): Diagnosis-13 [2]; Disguise-14 [2]; Driving (Car)-13 [2]; Fast-Talk-14 [2]; Guns (Pistol)-16† [2]; Knife-14 [2]; Occultism-14 [2]; Pharmacy-13 [2]; Poisons-13 [2]; Shadowing-14 [2]; Stealth-14 [4]; Streetwise-13 [1]; Theology-12 [1].

† Includes +2 for IQ.

Languages: English (native)-14 [0].

Spells* (1 point each, except where noted): Apportation-15; Blur-15; Clean-15; Continual Light-15; Darkness-15; Decay-15; Hawk Vision-15; Invisibility-15; Keen Eyes-15; Lend Health-15; Lend Strength-15; Light-15; Lockmaster-16 [2]; Locksmith-15; Manipulate-15; Minor Healing-15; Night Vision-15; Pestilence-20 [10]; Restore-15; Scryguard-15; Seek Food-15; Seek Water-15; Seeker-15; Simple Illusion-15; Steal Health-15; Steal Strength-15; Test Food-15; Trace-15; Undo-15.

* Includes +3 for Magery.

"DR. PARKER" IS A New Orleans-based assassin who is usually employed by voodoo-nistas. He carries out contract killings like any other assassin, but makes them look like natural deaths due to illness. Parker prefers to infect his victims with the Pestilence spell, then finish the job in the hospital, where – in the guise of a doctor – he can kill the victim with a Steal Health or Manipulate spell cast on vital life-support equipment, all without leaving clues for the police. When he resorts to ordinary assassination, he uses a dose of lethal drugs; he reserves weapons for self defense. Dr. Parker's work could take him to almost any part of late 20th-century USA.

Illusion and Creation [1]: Simple Illusion-15.

Knowledge [2]: Seeker-15, Trace-15.

Making and Breaking [2]: Clean-15, Restore-15.

Meta-Spells [1]: Scryguard-15.

Movement [5]: Apportation-15, and either Lockmaster-15, Locksmith-15, Manipulate-15 and Undo-15, or Flight (VH)-14, Hawk Flight (VH)-14, Levitation-15 and Teleport (VH)-14.

Water [1]: Seek Water-15.

Plus one of these two options:

I. Light and Darkness [7]: Blur-15, Continual Light-15, Darkness-15, Hawk Vision-15, Invisibility-15, Light-15, Night Vision-15. **Mind Control [1]:** Keen Eyes-15.

II. Mind Control [1]: Keen Ears-15. **Sound [7]:** Far-Hearing-15, Hush-15, Mage-Stealth-15, Silence-15, Sound-15, Sound Vision-15, Wall of Silence-15.

Finally, one of these three choices:

I. Body Control [8]: Curse-Missile-15, Deathtouch-15, Itch-15, Pain-15, Paralyze Limb-15, Spasm-15, Stun-15, Wither Limb-15.

II. Food [2]: Decay-15, Test Food-15. **Healing [3]:** Lend Health-15, Lend Strength-15, Minor Healing-15. **Necromantic [3]:** Pestilence-15, Steal Health-15, Steal Strength-15.

III. Water [8]: Create Water-15, Dehydrate-15, Destroy Water-15, Ice Dagger-15, Ice Sphere-15, Icy Weapon-15, Purify Water-15, Shape Water-15.

* Spells include +3 for Magery.

Customization Notes

- Additional advantages and quirks can yield enough points to raise one spell to level 20-21, making it much easier to cast and maintain. Consider level 21 for an attack spell (like Deathtouch) or level 20 for a "stealth" spell (like Invisibility) that must be maintained.
- Decide whether you plan to use magic to enhance conventional assassination (e.g., Teleport to the target, kill him with a knife) or to do the actual killing (e.g., kill the target with Deathtouch). It is most effective to stick to one concept or the other.
- For an assassin with an unpredictable *modus operandi*, buy more than one of the choices offered on the spell list!
- See the *Battle Wizard* (p. 28), *Spy* (p. 112) and *Thief* (p. 124) entries for other ideas, and read over the *Bodyguard* (p. 32) and *Law Enforcer* (p. 72) entries to size up the opposition!
- The attack spells listed above are only a few of the possibilities; there are many others. What about a fire wizard who attacks with Flame Jet and burns the evidence? Or a mind-control wizard who makes his victims "commit suicide"? Spells from almost any college can be deadly in the right (wrong?) hands.

Using This Character

This template is designed for a 150-point fantasy campaign. Many GMs do not allow assassins as player characters, though, and some prefer to reserve powerful and hard-to-control spells (e.g., Deathtouch, Invisibility, Pestilence, Teleport) for NPCs, so players who wish to roleplay a wizardly assassin should consult with the GM first.



Maria Aguja

(200 points)

Age 35; 5'10", 140 lbs.; tall woman with long black hair and tanned skin, dressed in matte-black cycle gear.

ST: 10 [0] **IQ:** 15 [60] **Speed:** 6.25
DX: 14 [45] **HT:** 11 [10] **Move:** 5
Dodge: 5 **Parry:** 9

Advantages

Comfortable Wealth [10]; Magery 3 [35]; Security Clearance 1 (ITZ megacorporation) [5]; Zeroed [10].

Disadvantages

Bloodlust [-10]; Cyber-Rejection [-10]; Extremely Hazardous Duty [-20].

Quirks

Believes completely in the corporate mission; Considers herself an "executive;" Faithfully reads the latest research on security systems and Gauss guns; Refuses to use street slang; Sees magic as a science, not something mystical. [-5]

Skills

Armoury/TL8 (Needle Handguns)-14 [1]; Computer Operation/TL8-15 [1]; Demolition/TL8-14 [1]; Electronics Operation/TL8 (Security Systems)-14 [1]; Electronics Operation/TL8 (Sensors)-14 [1]; Fast-Draw (Pistol)-14 [1]; Fast-Talk-13 [½]; Forgery/TL8-13 [1]; Garrote-14 [1]; Guns/TL8 (Needler)-17+ [2]; Holdout-13 [½]; Intelligence Analysis/TL8-12 [½]; Karate-14 [4]; Lockpicking/TL8-14 [1]; Motorcycle/TL8-14 [1]; Shadowing-14 [1]; Stealth-14 [2]; Streetwise-13 [½]; Thaumatology-15* [1].

* Includes +2 for IQ.

Languages

English-14 [1]; Japanese-14 [1]; Spanish (native)-15 [0].

Spells* (1 point each, except where noted):

Apportation-16; Blur-16; Clean-16; Continual Light-16; Curse-Missile-16; Darkness-16; Deathtouch-16; Far-Hearing-16; Hawk Vision-16; Hush-16; Invisibility-18 [4]; Itch-16; Keen Ears-16; Keen Eyes-16; Light-16; Lockmaster-18 [4]; Locksmith-16; Mage-Stealth-18 [4]; Manipulate-16; Night Vision-16; Pain-16; Paralyze Limb-16; Restore-16; Scry-guard-16; Seek Food-16; Seek Water-16; Seeker-16; Silence-16; Simple Illusion-16; Sound-16; Sound Vision-16; Spasm-16; Stun-16; Trace-16; Undo-16; Wall of Silence-16; Wither Limb-16.

* Includes +3 for Magery.

Equipment (see *GURPS Cyberpunk* or *Ultra-Tech* for details)

Electronic lockpick; Gauss needle pistol (imp 1d+2); Gauss needle rifle (imp 2d+1); Heavy monocrys cycle suit (PD 2, DR 24); Smart motorbike; Superfine wire garrote (cut 1d+1).

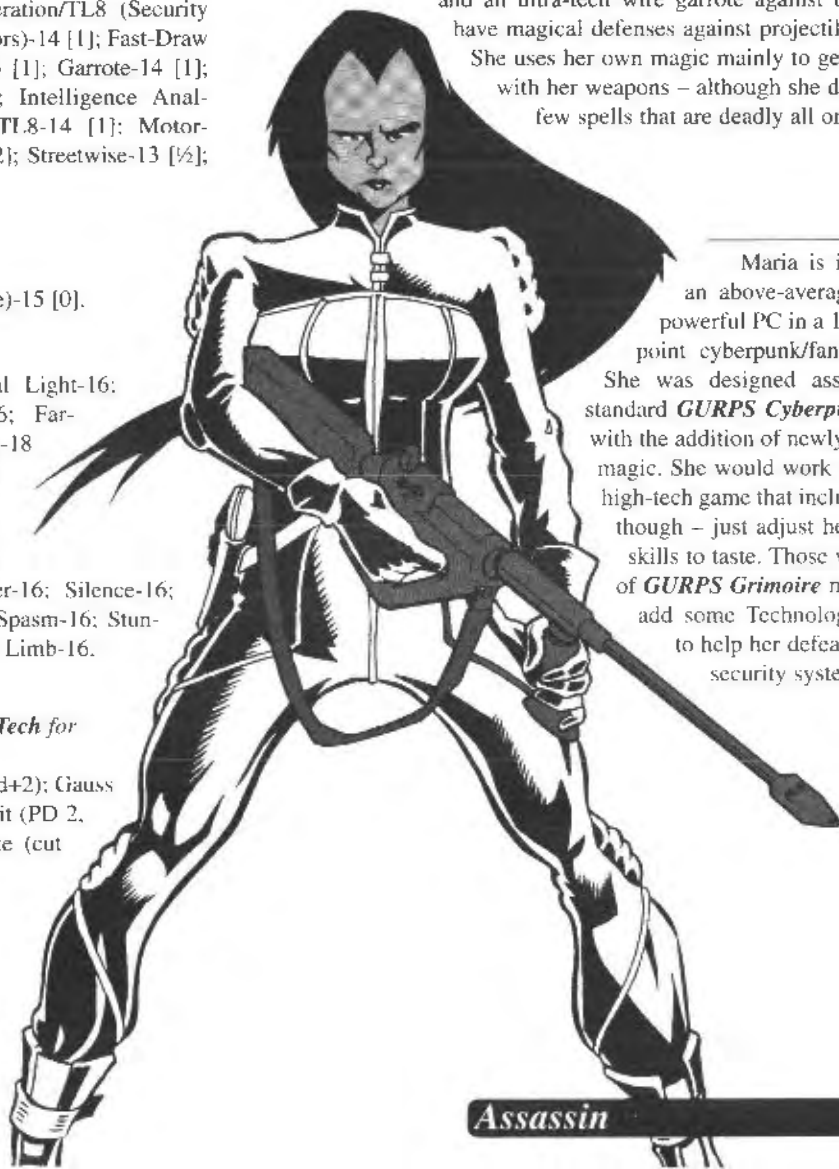
Description

MARIA IS AN ENFORCER for ITZ International, a megacorp that specializes in weapons and security systems. She's one of the people they send when you know too much, or when you've taken something from them, or when they *just don't like you*. She works both alone and on "hit teams." Occasionally, she accompanies teams of operatives on other kinds of missions, usually with secret orders to kill traitors or eliminate targets on the corporate "hit list," should the opportunity arise.

No one knows Maria's real name, where she's from or who taught her magic. Her teacher was skilful enough to erase all records of her existence from the world's corporate and national databanks. Smart people don't ask too many questions about people like that; anyone who can make your records disappear is dangerous, because they can make *you* disappear, too . . .

Unlike most corporate operatives, Maria has no cyberwear. This is largely due to a bad case of cyber-rejection, but a lot of her co-workers assume it's for mystical reasons. In reality, Maria simply doesn't waste her time on weird rituals or strange religious practices. She knows that magic is just another science, and she exploits her magical talents to help her do her job: killing people that ITZ doesn't like. She leaves the religion up to her victims, usually when they're praying just before she pulls the trigger.

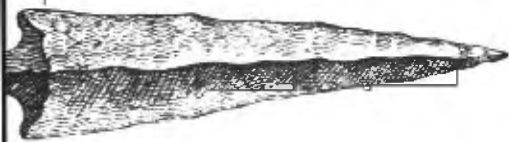
Maria's weapon of choice is the Gauss needler, but she's been known to use explosives against targets who never expose themselves for a shot, and an ultra-tech wire garrote against targets who have magical defenses against projectile weapons. She uses her own magic mainly to get into place with her weapons – although she does know a few spells that are deadly all on their own.



Maria is intended as an above-average NPC or powerful PC in a 150- to 200-point cyberpunk/fantasy game. She was designed assuming the standard *GURPS Cyberpunk* setting with the addition of newly-awakened magic. She would work well in any high-tech game that includes magic, though – just adjust her technical skills to taste. Those with a copy of *GURPS Grimoire* may wish to add some Technological spells to help her defeat electronic security systems.

Elyse (150 points)

Age 30; 5'4", 135 lbs.; brown hair, hazel eyes; a short, dark woman in furs with a ritually-scarred face, carrying a spear.



ST 10 [0], DX 14 [45], IQ 14 [45], HT 11 [10]

Basic Speed 6.25, Move 6.

Dodge 6, Parry 8.

Advantages: Magery 3 [35]; Unusual Background (Wizard) [25].

Disadvantages: *Cultural:* Primitive -2 TLs [-10]; Social Stigma (Barbarian) [-15]. *Personal:* Berserk [-15]; Code of Honor (Primitive warriors) [-10]; Glory Hound [-15].

Quirks: Bloodthirsty; Collects the helmets of dead knights; Finds "chivalry" greatly amusing; Paints herself blue; Starts every fight with an ambush. [-5]

Skills (TL1 where applicable): Animal Handling-12 [1]; Armoury-12 [½]; Bow-14 [4]; Brawling-14 [1]; Camouflage-14 [1]; First Aid-13 [½]; Hiking-10 [1]; Leadership-14 [2]; Poisons-12 [1]; Spear-16 [8]; Stealth-14 [2]; Survival (Mountains)-14 [2]; Tactics-14 [4]; Wrestling-13 [1].

Languages: Pictish (native)-14 [0].

Spells* (1 point each, except where noted): Blur-15; Clumsiness-15; Continual Light-15; Darkness-15; Flash-15; Glue-15; Haste-15; Hide-15; Invisibility-20 [10]; Iron Arm-15; Itch-15; Lend Strength-15; Light-15; Might-15; Missile Shield-15; Mystic Mist-15; Pain-15; Recover Strength-15; Resist Pain-15; Shield-15; Spasm-15; Tanglefoot-15.

* Includes +3 for Magery.

Equipment: Bow (imp 1d-1), Fine spear (two-handed, imp 1d+2); Heavy furs (DR 1); Light leather armor (PD 1, DR 1); Quiver of 10 arrows; Spare bowstring; Wolfsbane (5 doses).

ELYSE IS A PICTISH sorceress from the Caledonian highlands. She acquired her powers after a lengthy stay in a magical cave; she has never "studied" magic, nor is she a shaman. Elyse likes to lead bands of warriors against small groups of knights who venture into the hills. She uses Mystic Mist or boulders rolled from above to cause confusion, then has half of her warriors shower the knights with poisoned arrows while she and the rest of her band rush from cover and attack the flank with spears and clubs. She always fights invisible, armed with her most prized possession: a finely-made spear taken from a slain knight.

BATTLE WIZARD

"He shall cast lightnings, and who shall not fear?
He shall thunder, and who shall not be afraid?"

— Book of Ezra, 4:10 (apocrypha)

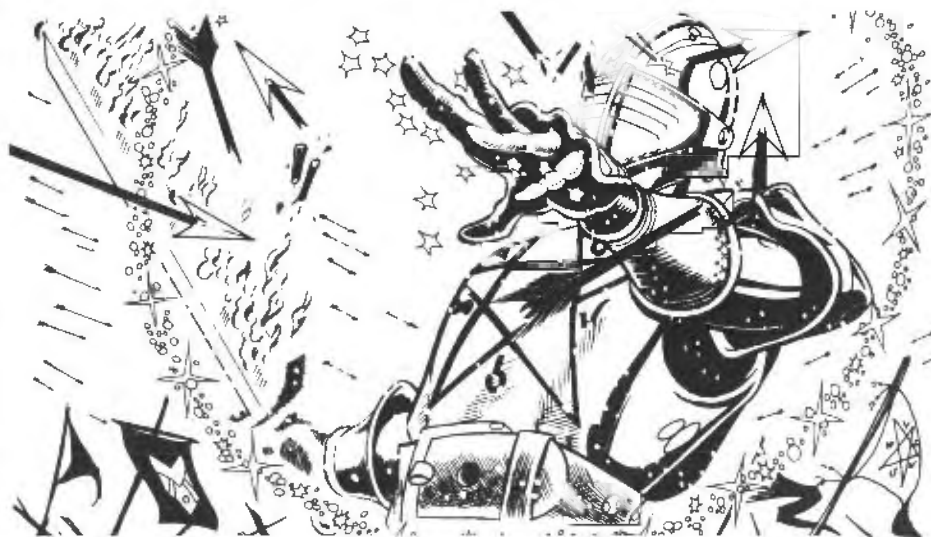
THE "BATTLE WIZARD" is a warrior-mage whose spells are chosen for their utility in combat. This is not a traditional notion. While the shamans, priests and sorcerers of many cultures gave warriors magic weapons, blessed them on their way to battle and cursed the enemy from afar, there are few tales of magicians tossing spells at the foe from the front lines. On the other hand, the battle wizard is common in fantasy, *especially* in fantasy games.

The ideal battle wizard has the physical attributes required to survive as a warrior and the mental acuity needed to succeed as a wizard, in equal measures. He is trained in magic but also at arms and the art of war. Of course, life is short – shorter still for many warriors – and it is difficult to master two careers. The realistic battle wizard sacrifices some training at arms to be able to study magic, limits himself to spells that are useful in battle so that he can find the time to train at arms, and relies on the synergy between the two for his effectiveness.

The spells of the battle wizard fall into four broad categories:

- **Attack** spells harm the enemy, directly or indirectly, by injuring or incapacitating him, impeding his mobility, damaging his equipment or weakening his morale.
- **Defenses** shield the wizard from blows, hide him from enemy eyes, prevent enemy ambush or sabotage, or block enemy magic.
- **Movement** spells speed the wizard up, let him negotiate rough terrain and allow him to circumvent obstacles.
- **Enhancements** give the wizard an edge over his enemy by making him stronger or faster, giving him better senses, etc.

A battle wizard should learn a few spells in each category. While the abilities of assassins (p. 24), healers (p. 56), spies (p. 112) and thieves (p. 124) are also useful in warfare, they are not usually the focus of the battle wizard.



Design Notes

Attributes: We choose DX 13, IQ 13 to give our battle wizard an edge with both magic and combat skills. A fighter's ST and DX should also be above-average, so we set them both at 11.

Midori E

(200 points)

Age 20; 5'9", 137 lbs.; black hair, mirrored eyes, golden skin; wiry woman of Asian stock, dressed in korpore fatigues.

ST 10 [0], **DX** 14 [45], **IQ** 14 [45], **HT** 11 [10]

Basic Speed 6.25, Move 3.

Dodge 4, Parry 11.

Advantages: Magery 2 [25].

Cyberwear: Accelerated Reflexes 1 (see p. UTT104) [85]; Bionic Eyes [0]; Light Intensification [10].

Disadvantages: Extremely Hazardous Duty (To current employer) [-20]; Greed [-15]; On the Edge [-15]; Unnatural Feature (Mirrored eyes) [-5].

Quirks: Always wears combat fatigues; Drives too fast; Invents fake surnames that start with "E"; Uses dangerous quantities of Superstim; Wants to buy better reflexes. [-5]

Skills (TL8 where applicable): Armoury (Gyrocs)-12 [½]; Body Sense-12 [1]; Brawling-15 [2]; Driving (Smartcar)-12 [½]; Fast-Draw (Ammo Cassette)-15† [½]; Fast-Draw (Carbine)-15† [½]; First Aid-13 [½]; Guns (Gyrocs)-16†† [1]; Intimidation-12 [½]; NBC Warfare-12 [½]; Speed-Load (Gyrocs)-13 [½]; Stealth-12 [½]; Survival (Urban)-12 [½]; Tactics-12 [1]; Throwing-12 [1].

† Includes +2 for Accelerated Reflexes.

†† Includes +2 for IQ.

Languages: English (native)-14 [0].

Spells* (1 point each, except where noted): Apportation-14; Blink-14; Clumsiness-14; Dexterity-14; Flight (VH)-13; Great Haste (VH)-15 [4]; Haste-14; Hawk Flight (VH)-13; Iron Arm-14; Itch-14; Lend Strength-14; Levitation-14; Might-14; Missile Shield-14; Pain-14; Poltergeist-14; Recover Strength-14; Resist Pain-14; Reverse Missiles-14; Shield-14; Spasm-14; Teleport (VH)-15 [4]; Winged Knife-14.

* Includes +2 for Magery.

Equipment: Combat Infantry Dress (PD 4, DR 40); CID helmet (PD 4, DR 18) w. standard accessories; Concussion grenades (3); Emergency medkit w. Adders (DX, 2 doses), Neurovine (2 doses), Superstim (6 doses); HUD goggles; Rocket carbine w. HUD sights, laser sight and 6 ammo cassettes (4 APEX, 2 HEX).

BORN A YEAR after the Manaclysm, Midori's parents engineered her with the Wiz gene and enrolled her in magic school as a child. Obsessed with speed, she learned spells that would let her *hop*. On graduation, she blew \$200K on wired reflexes (just to be sure) and signed on as a korp trooper, despite the 50% casualty rate. Midori spends her time driving like a maniac, pumping 'stim and saving up for wires that'll let her do it all twice as fast.



Advantages: Along with Magery and Literacy, we offer a choice of advantages that reflect the physical toughness (Extra Fatigue, Fit, High Pain Threshold, Rapid Healing, Toughness), mental preparation (Combat Reflexes, Strong Will) and social position (Military Rank) of a warrior.

Disadvantages: These are chosen to reflect the savage (Bad Temper, Berserk, Bloodlust, Bully, Callous), glory-seeking (Glory Hound, Overconfidence) and honorable (Code of Honor) aspects of the warrior. We also offer Duty for professional soldiers, and, of course, Enemies!

Primary Skills: A warrior must know how to fight, so we give him Tactics skill and set aside points to be spent on combat skills.

Secondary Skills: At war, a fighter needs to take care of his weapons (Armoury), his companions (First Aid) and himself (Survival). We also present skills for warriors who started in the infantry (Camouflage, Hiking, Stealth), cavalry (Riding), artillery (Engineer, Gunner) and navy (Boating, Seamanship, Swimming).

Background Skills: We offer a choice of social skills common to fighting men: Heraldry for feudal soldiers, Intimidation for tough guys, Leadership for officers, Savoir-Faire (Military) for those in standing armies and Strategy for force commanders.

Spells: No college is as useful to a battle wizard as Body Control, so we offer a variety of both fortifying and baneful Body Control spells. We make sure to include Recover Strength, then add defensive spells from Protection and Warning and a choice of spells from the Movement college. Finally, we offer a selection of combat-effective spells from each of nine different colleges, the idea being that most wizards will choose to specialize in one college.

Battle Wizard [150 points]

Attributes: ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10].

Advantages: Literacy [10], Magery 2 [25], plus 15 points in Combat Reflexes [15], Extra Fatigue [3/level], Fit/Very Fit [5 or 15], High Pain Threshold [10], Military Rank [5/level], Rapid/Very Rapid Healing [5 or 15], Strong Will [4/level] and Toughness (DR 1) [10].

Disadvantages: A total of -20 points chosen from Bad Temper/Berserk [-10 or -15], Bloodlust [-10], Bully [-10], Callous [-6], Code of Honor [-5 to -15], Duty/Extremely Hazardous Duty [-2 to -20], Enemies and Overconfidence/Glory Hound [-10 or -15].

Primary Skills: Tactics (M/H) IQ-1 [2]-12 and 10 points in Combat/Weapon skills.

Secondary Skills: Armoury/TL3 (M/A) IQ-2 [½]-11, First Aid/TL3 (M/E) IQ-1 [½]-12, Survival (any) (M/A) IQ-2 [½]-11, and *one* of: (i) Camouflage (M/E) IQ-1 [½]-12, Hiking (P/A) HT-1 [1]-10 and Stealth (P/A) DX-2 [½]-11; (ii) Riding (P/A) DX [2]-13; (iii) Boating (P/A) DX-1 [1]-12, Seamanship/TL3 (M/E) IQ-1 [½]-12 and Swimming (P/E) DX-1 [½]-12; (iv) Engineer/TL3 (Combat) IQ-2 [1]-11 and Gunner/TL3 (any) (P/A) DX+1 [1]-14†.

Background Skills: One of Savoir-Faire (Military) (M/E) IQ-1 [½]-12, Heraldry, Intimidation or Leadership, all (M/A) IQ-2 [½]-11, or Strategy (M/H) IQ-3 [½]-10.

† Includes +2 for IQ.

Maximus (150 points)

Age 22; 5'7", 140 lbs.; hair, eyes, skin: young soldier in typical Legion garb.

ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10]

Basic Speed 6.00, Move 5.

Dodge 6, Parry 8, Block 8.

Advantages: Combat Reflexes [15]; Literacy [10]; Magery 2 [25]; Military Rank 1 [5].

Disadvantages: Bloodlust [-10]; Code of Honor (Soldiers*) [-5]; Duty (To Legion, 12 or less) [-10]; Overconfidence [-10]; Pyromania [-5].

Quirks: Duellist; Keeps to himself; Likes to light fires with his finger; Proud of his Explosive Fireballs; Thinks most mages are wimps. [-5]

Skills: Armoury/TL3-11 [½]; Brawling-13 [1]; Camouflage-13 [1]; Cooking-13 [1]; First Aid/TL3-12 [½]; Hiking-10 [1]; Magic Jet-13 [1]; Savoir-Faire (Military)-12 [½]; Shield-14 [2]; Shortsword-14 [4]; Spell Throwing (Fireball)-15 [4]; Stealth-13 [2]; Survival (Plains)-11 [½]; Tactics-12 [2].

Languages: English (native)-13 [0].

Spells* (1 point each, except where noted): Clumsiness-13; Create Fire-13; Dexterity-13; Explosive Fireball-20 [14]; Fireball-13; Flame Jet-13; Flaming Weapon-13; Haste-13; Heat-13; Ignite Fire-13; Iron Arm-13; Itch-13; Lend Strength-13; Might-13; Missile Shield-13; Pain-13; Quick March-13; Recover Strength-15 [4]; Resist Pain-13; Reverse Missiles-13; Shape Fire-13; Shield-13; Spasm-13.

* Includes +2 for Magery.

Equipment (belongs to Legion): Bronze cuirass (PD 4/2, DR 4/2, torso front/back); Leather armor (PD 2, DR 2, rest of body); Powerstone (ST 3); Shortsword (cut 1d+1, imp 1d-1); Small shield (PD 2).

MAXIMUS IS A WIZARD in the Megalan Legions. He has seen combat twice, and fought three duels during his time at the College of Battle Magic. He specializes in casting fireballs from a distance, especially at enemy leaders. Maximus is brash and overconfident. While his motivation and combat ability impress his superiors, his leadership skills leave a lot to be desired. The captain also knows better than to leave prisoners with him: he's seen the type before, and the prisoners always "die while trying to escape." Maximus does try to restrain himself, though, and puts duty first.

Spells* (base spell level 13, 12 with VH): Except where noted, 1 point was spent on each of the spells below:

Body Control [7]: Clumsiness-13, Itch-13, Pain-13, Resist Pain-13, Spasm-13 and any two of Dexterity-13, Hinder-13, Might-13, Rooted Feet-13 and Tanglefoot-13.

Healing [2]: Lend Strength-13, Recover Strength-13.

Movement [2]: Haste-13 and one of Glue-13, Great Haste (VH)-12 or Quick March-13.

Protection and Warning [4]: Iron Arm-13, Missile Shield-13, Shield-13 and either Mystic Mist-13 or Reverse Missiles-13.

Plus one of the following sets:

- **Air** [9]: Create Air-13, Lightning-14 [2], Purify Air-13, Shape Air-13, Stench-13, Walk on Air-13, Whirlwind-13, Windstorm-13.
- **Body Control** [9]: Curse Missile-13, Deathtouch-15 [4], Paralyze Limb-13, Stun-13, Total Paralysis-13, Wither Limb-13.
- **Earth** [9]: Create Earth-13, Earth to Stone-13, Entombment-13, Flesh to Stone-14 [2], Seek Earth-13, Shape Earth-13, Stone Missile-14 [2].
- **Fire** [9]: Create Fire-13, Explosive Fireball-13, Fireball-13, Flame Jet-14 [2], Flaming Weapon-13, Heat-13, Ignite Fire-13, Shape Fire-13.
- **Light and Darkness** [9]: Continual Light-13, Blur-13, Darkness-13, Flash-14 [2], Hide-13, Invisibility-14 [2], Light-13.
- **Mind Control** [9]: Alertness (VH)-12, Daze-13, Foolishness-13, Keen Ears-13, Keen Eyes-13, Rear Vision-13, Sleep-13 and either Mass Daze-14 [2] or Mass Sleep-14 [2].
- **Movement** [9]: Apportation-13, Blink-13, Flight (VH)-12, Hawk Flight (VH)-12, Levitation-13, Poltergeist-13, Teleport (VH)-13 [2], Winged Knife-13.
- **Sound** [9]: Great Voice-13, Hush-13, Mage-Stealth-13, Silence-13, Sound-13, Sound Jet-14 [2], Thunderclap-13, Voices-13.
- **Water** [9]: Create Water-13, Dehydrate-14 [2], Destroy Water-13, Ice Dagger-13, Ice Sphere-13, Purify Water-13, Seek Water-13, Shape Water-13.

* Spells include +2 for Magery.

Customization Notes

- A battle wizard shouldn't have physical (e.g., Blindness, Quadriplegic) or mental (e.g., Combat Paralysis, Hopophobia) disadvantages that would hamper him in battle.
- Being able to cast spells repeatedly is important in combat. Consider using your remaining points to raise (IQ + Magery) to 17+. This gives most spells at level 15, which reduces energy costs by 1.
- Don't neglect the importance of equipment. Good armor and weapons (possibly enchanted) are a must for a battle wizard.
- It's a valid tactic to choose one spell and raise it to a level (21, 25 or even higher) where it's free to cast or can be cast in no time, but beware: you may be putting all your eggs in one basket!

Using This Character

A battle wizard does two jobs at once, and isn't really viable in a 100-point campaign without reducing one of them to peripheral importance. On the other hand, this template lets one create a *balanced* battle wizard that is quite suitable for a 150-point fantasy campaign. If the PCs are all in the military, the GM may decide to assign Dependents (green troops), Duties and other disadvantages to everyone, thus reducing the cost.

Llewendor Dorallaen

(200 points)

Age 110; 6'2", 170 lbs.; a tall, grim elf in fine, black mail, bearing a wicked-looking sword dripping with venom.

ST: 12 [30] **IQ:** 14 [30] **Speed:** 6.25

DX: 14 [30] **HT:** 11 [10] **Move:** 4

Dodge: 5 **Parry:** 8

Advantages

Attractive [-]; Combat Reflexes [-]; Dark Elf (see below) [30]; Extra Fatigue 2 [6]; Literacy [10]; Magery 3 [20]; Musical Ability +2 [-]; Status 2 (inc. +1 for Wealth) [5]; Unaging [-]; Wealthy [20].

Disadvantages

Bad Temper [-10]; Bloodlust [-10]; Callous [-6]; Code of Honor (To live an elegant life) [-]; Intolerance (Racial) [-]; Sense of Duty (Nature) [-]; Vow (Challenge every human he meets to mortal combat) [-15].

Quirks

Always armed; Dresses entirely in black; Gestures menacingly unless he absolutely *has* to speak; Has no lust for power, just blood; Longs for war. [-5]

Skills

Armoury/TL3-12 [½]; Bow-12 [1]; Brawling-14 [1]; Broadsword-15 [4]; Camouflage-13 [½]; Gesture-13 [½]; Intimidation-13 [1]; Lance-15 [4]; Riding (Horse)-14 [2]; Shield-15 [2]; Survival (Woodlands)-13 [1]; Tactics-13 [2].

Languages

English-12 [½], Elvish (native)-14 [0].

Spells* (1 point each, except where noted):

Clumsiness-15; Curse Missile-15; Deathtouch-21 [12]; Great Haste (VH)-15 [2]; Haste-15; Hinder-15; Iron Arm-15; Itch-15; Lend Strength-15; Missile Shield-15; Pain-15; Paralyze Limb-15; Recover Strength-15; Resist Pain-15; Reverse Missiles-15; Rooted Feet-16 [2]; Shield-15; Spasm-15; Stun-15; Total Paralysis-16 [2]; Wither Limb-15.

* Includes +3 for Magery.

Equipment

Cavalry saber (cut 1d+3, imp 1d); Full suit of elven mail, enchanted with Deflect +1, Fortify +1 and Lighten (25%) (PD 4, DR 4 vs. cutting/impaling, PD 2, DR 2 vs. crushing because it is so fine, weighs 42 lbs.); Medium shield enchanted with Deflect +1 (PD 4); Powerstones (3 × ST 2); Thanatos unguent (in scabbard).

Description

LLEWENDOR IS A DARK elven knight, reputedly the champion of an evil elf-king. His sole purpose in life is to patrol isolated stretches of woodland and challenge any mortal he comes across to a battle to the death. Whether the challenge is accepted or not, Llewendor always attacks immediately. Since he wears magical armor, poisons his blade and fights with sorcery, some opponents find him unchivalrous. Most of these are dead, although he once left a ranger alive with three withered limbs and no food. The man crawled back to civilization, then drank himself to death.

On foot, Llewendor's favorite tactic is to use Missile Shield to force his opponent into a close-range sword duel, where he then grapples and casts his Deathtouch spell repeatedly. On horseback, he prefers to cast



Rooted Feet or Total Paralysis, then use his immobilized foe for jousting practice. Either way, he is normally protected by one or more defensive spells, and can defend himself quite handily with Iron Arm even if he loses his blade. He is a dangerous foe if fought on his own terms . . .

There is no denying that something sinister is afoot when the likes of Llewendor lurk in the woods. In fact, there is a faction of dark elves who wish to defeat humanity on the battlefield. That time has not yet come, but some of the younger knights, including Llewendor, cannot contain their lust for battle. These warriors hone their skills by carving up humans in isolated locales.

Llewendor is intended as a NPC foe for a *GURPS Fantasy* campaign. In a 100-point campaign, he could be an arch-villain, and deposing him may be the focus of an entire adventure. In a more powerful game (150+ points), his king – perhaps built using the *Overlord* template (p. 84) – fills that role, and Llewendor becomes a powerful henchman. In a highly-cinematic campaign, the statistics above may represent a *typical* dark elven knight, encountered in droves! The dark elf racial package is included below for those without *GURPS Fantasy Folk*.

Dark Elf [30 points]

Dark elves are one of several elven tribes. They aren't a separate race, just an elvish subculture. They covet mortal lands and holdings, and believe that the world should be purged of all non-elven races. Dark elves have ST -1 [-10], DX +1 [10] and IQ +1 [10]. They have the racial advantages Attractive Appearance [5], Combat Reflexes [15], Magery 1 [15], Musical Ability +2 [2] and Unaging [15]. Their racial disadvantages are Code of Honor (To live elegant lives) [-10], Intolerance (Racial) [-10] and Sense of Duty (Nature) [-15]. They have the Racial Skill Bonuses +2 Bard [2] and +2 Savoir-Faire [1].

Vitruvius Pernix (100 points)

Age 20; 5'4", 125 lbs.; curly black hair, brown eyes; a small, nondescript man standing respectfully off to one side.

ST 10 [0], DX 12 [20], IQ 13 [30], HT 11 [10]

Basic Speed 5.75, Move 5.

Dodge 6, Parry 7, Block 7.

Advantages: Combat Reflexes [15]; Literacy [5]; Magery 2 [25].

Disadvantages: Code of Honor (Bodyguards) [-5]; Extremely Hazardous Duty [-20]; Honesty [-10]; Light Sleeper [-5].

Quirks: Attentive; Careful; Devout Mars worshipper; Humble and self-effacing; Stands on ceremony: always salutes at the right time, uses the proper honorifics, etc. [-5]

Skills: Body Language-12 [2]; Diplomacy-12 [2]; First Aid/TL2-12 [½]; Holdout-13 [2]; Intimidation-12 [1]; Poisons-12 [2]; Savoir-Faire (Military)-12 [½]; Shadowing-12 [1]; Shield-12 [1]; Shortsword-12 [2]; Spear Throwing-12 [1]; Streetwise-13 [2]; Tactics-11 [1].

Languages: Latin (native)-13 [0].

Spells* (1 point each): Alertness (VH)-12; Cure Disease-13; Decay-13; Detect Magic-13; Hide Thoughts-13; Keen Ears-13; Keen Eyes-13; Lend Health-13; Lend Strength-13; Major Healing (VH)-12; Minor Healing-13; Missile Shield-13; Neutralize Poison-13; Purify Air-13; Sense Danger-13; Sense Emotion-13; Sense Foes-13; Shield-13; Sterilize-13; Test Food-13; Truthsayer-13; Watchdog-13.

* Includes +2 for Magery.

VITRUVIUS WAS AN unremarkable legionnaire when the diviners found him and told him that he had a special gift he could use to serve Caesar. He didn't know what they meant, but he was honored to be given a chance to serve the emperor, and accepted the offer. He soon learned that the diviners had foreseen an attempt on Caesar's life, and were training wizards to protect him against that eventuality.

Vitruvius was taught magic and trained in the finer points of duty among Rome's elite. He is now one of many bodyguards who attend Caesar in the guise of minor functionaries. He keeps an eye out for assassins, and his gladius is always close at hand.



BODYGUARD

"The guard dies, but never surrenders."

— Cambronne (attributed and engraved on the monument at Nantes, known to actually have been written by Rougemont)

IN ANY WORLD where wizardly assassins (p. 24) and sinister necromancers (p. 80) can be found, and where wizardly thieves (p. 124) or spies (p. 112) might take the occasional pot-shot if things go wrong, the wizardly bodyguard will be in high demand. The rich and powerful will want protection against the slings and arrows of their enemies (real or perceived) in any setting, and in a magical setting, magic will be the defense of choice for those who can afford it.

There are two types of wizardly bodyguard. One is the wizard who travels with his employer, checking his food, opening his doors, keeping an eye out for enemies, etc. This profession is closest to that of the mundane bodyguard in its duties and risks. The other class of bodyguard is the wizard who casts protective spells on his charge or who magically watches over him from a distance. This kind of wizard usually works in conjunction with the first kind and is preferred by those who dislike being spied on, as well as those who must attend diplomatic functions where a bodyguard would either show a lack of trust or be a security risk.

In either case, wizardly bodyguards play two main roles. First, they protect against mundane threats, looking for poison in food, fending off overzealous fans or angry crowds, even taking an arrow (or a bullet) for their master. In this sense, they are like magically-enhanced versions of normal guards. Secondly, and perhaps more important, they protect against *magical* threats: curses, invisible assassins and magical booby traps. For the most part, this is a job that only a wizard can do.

A note on procedure: although bodyguards in the movies bristle with weapons and kill anything that looks remotely threatening, this is not what real bodyguards do. Realistic bodyguards (often called "personal security consultants") detect and either avoid or defuse dangerous situations before they get ugly (e.g., tell a violent drunk to take a walk, avoid potential ambush spots). If things do get ugly, they prioritize getting their charge out of danger. A bodyguard's job is to save his employer's life; killing the bad guys is a job for ordinary guards or soldiers.

Design Notes

Attributes: Being an alert and capable wizard is the most important issue for a wizardly bodyguard, so we select IQ 13. We raise DX to 11 to make his Combat/Weapon skills more effective.

Advantages: We choose Magery 2 to give access to some of the more useful protective spells (including Shield), add Literacy, and offer a choice of Alertness or Danger Sense to spot threats, or Combat Reflexes to react to them.

Disadvantages: Some kind of Duty is absolutely required for a bodyguard, so we offer a choice ranging from an ordinary Duty, required "fairly often," to an Extremely Hazardous Duty. We also offer a selection of disadvantages that reflect a dedicated (Code of Honor, On the Edge, Selfless, Sense of Duty), intimidating (negative Appearance, Gigantism, No Sense of Humor) or watchful (Edgy, Light Sleeper) bodyguard.

Primary Skills: We require Shadowing-12 to follow one's charge unobtrusively and to spot others doing the same thing. Since a bodyguard should detect and defuse threats before they become a danger, we add Diplomacy-12 and Intimidation-12 to warn off troublemakers, a choice of skills for detecting concealed threats (Holdout, Poisons and Traps), and a selection of skills for spotting suspicious people or dangerous situations (Body Language, Criminology, Detect Lies, Interrogation and Streetwise).



Secondary Skills: A bodyguard should be able to assist his charge, should an attack occur, so we add First Aid. We also spend some points on Combat/Weapon skills and Tactics to give an edge in dangerous situations (actually fighting off assailants – the court of last resort for a competent bodyguard).

Background Skills: Savoir-Faire skill rounds out the skill list. Aides and assistants should take regular Savoir-Faire, flunkies should take the Servant specialty, and soldiers serving as bodyguards should take the Military one.

Spells: We choose three basic classes of spells: those that allow the bodyguard to detect threats (Alertness, Detect Magic, Keen Ears, Keen Eyes, Sense Danger, Sense Foes, Test Food and Watchdog), defenses (Hide Thoughts, Missile Shield and Shield), and countermeasures that can be used against attacks that were not detected in time (Lend Health, Major Healing, Minor Healing, Neutralize Poison, Purify Air). We deliberately avoid area defenses like Force Dome or Spell Shield; while such spells are useful for specialized wizards, they are also *static*. A good bodyguard will prioritize getting out of a danger zone, not staying there!

Bodyguard [100 points]

Attributes: ST 10 [0], DX 11 [10], IQ 13 [30], HT 10 [0].

Advantages: Literacy [10], Magery 2 [25], and either Alertness +3 [15], Combat Reflexes [15] or Danger Sense [15].

Disadvantages: A total of -30 points that *must* include Duty (on at least 9 or less) [-5 to -15] or Extremely Hazardous Duty [-20], plus one or more of bad Appearance [-5 or -10], Code of Honor (Bodyguards') [-5], Edgy [-5], Gigantism [-10], Light Sleeper [-5], No Sense of Humor [-10], On the Edge [-15], Selfless [-10] and Sense of Duty (Anyone he's protecting) [-5].

Primary Skills: Diplomacy (M/H) IQ-1 [2]-12, Intimidation (M/A) IQ-1 [1]-12 and Shadowing (M/A) IQ-1 [1]-12, plus 4 points in Holdout (M/A), Poisons (M/H) or Traps/TL3 (M/A), and 4 points in Body Language (M/H), Criminology/TL3 (M/A), Detect Lies (M/H), Interrogation (M/A) or Streetwise (M/A).

Secondary Skills: First Aid/TL3 (M/E) IQ-1 [½]-12, Tactics (M/H) IQ-2 [1]-11, and 4 points in Combat/Weapon skills.

Background Skills: Savoir-Faire (regular, Military or Servant) (M/E) IQ-1 [½]-12.



GURPS Japan

O-Meku

(100 points)

Age 23; 4'11", 99 lbs.; black hair, dark-brown eyes, pale skin; delicate-looking Asian woman carrying gardening tools.

ST 9 [-10], DX 11 [10], IQ 14 [45], HT 9 [-10]

Basic Speed 5.00, Move 5.

Dodge 5, Parry 6.

Advantages: Danger Sense [15]; Literacy [10]; Magery 3 [35]; Status 1 (Bodyguard) [5].

Disadvantages: Duty (15 or less) [-15]; Selfless [-10]; Sense of Duty (To Shibata) [-5]; Social Stigma (Valuable property) [-10].

Quirks: Despises ninja; Loves plants and gardening; Nervous about fireworks; Quiet and unobtrusive; Reads and rereads her magical texts, looking for secrets. [-5]

Skills: Detect Lies-12 [1]; Diplomacy-12 [1]; First Aid/TL3-13 [½]; Gardening-14 [1]; Interrogation-13 [1]; Poisons-13 [2]; Polearm-12 [4]; Savoir-Faire (Servant)-13 [½]; Shadowing-12 [½]; Tactics-11 [½].

Languages: Japanese (native)-14 [0].

Spells* (1 point each): Alertness (VH)-14; Cure Disease-15; Dark Vision-15; Decay-15; Detect Magic-15; Forest Warning-15; Heal Plant-15; Hide Path-15; Identify Plant-15; Infravision-15; Keen Ears-15; Keen Eyes-15; Lend Health-15; Lend Strength-15; Major Healing (VH)-14; Minor Healing-15; Missile Shield-15; Neutralize Poison-15; Plant Growth-15; Plant Sense-15; Purify Air-15; Recover Strength-15; See Invisible-15; Seek Plant-15; Sense Danger-15; Sense Emotion-15; Sense Foes-15; Shield-15; Sterilize-15; Tangle Growth-15; Test Food-15; Truthsayer-15; Watchdog-15.

* Includes +3 for Magery.

O-MEKU WAS MADE a gardener at the court of warrior Kuromori Shibata after her parents were killed by *uzume-bi* (land mines) planted on his land by ninja, ultimately because Shibata was a magician and disliked by his rivals. Shibata soon sensed O-Meku's magical gifts, and encouraged her to study his magical scrolls. In return, O-Meku dedicated herself to Shibata's protection and to avenging her parents. She poses as a gardener and grooms the

dense plant growth surrounding her master's forest estate. Her plant magic lets her learn of hidden foes on the property. She has the vines ensnare these would-be assassins, then finishes them with a *naginata* (halberd) she hides among her tools, poisoned with her herbal pesticides.

Prof. Erich von Shertzer (100 points)

Age 42; 5'9", 165 lbs.; wispy gray hair, pale blue eyes, ruddy complexion; dumpy, clean-shaven man in a worn tweed suit.

ST 10 [0], **DX** 10 [0], **IQ** 14 [45], **HT** 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Danger Sense [15]; Magery 2 [25]; Reputation (+1 to wealthy believers in the occult, -1 to clergy) [0].

Disadvantages: Duty (12 or less) [-10]; Greed [-15]; No Sense of Humor [-10]; Stubbornness [-5].

Quirks: Believes all the stereotypes when it comes to Englishmen; Compulsively clean-shaven; Ends every other sentence with "ja?"; Never goes anywhere without his trusty pistol; Willing to believe almost any tale of the supernatural. [-5]

Skills: Diplomacy-12 [1]; First Aid/TL5-13 [½]; Guns/TL5 (Pistol)-14+ [4]; Holdout-13 [1]; Intimidation-12 [½]; Occultism-16 [6]; Riding (Horse)-10 [2]; Savoir-Faire-13 [½]; Shadowing-12 [½]; Traps/TL5-13 [1].

† Includes +2 for IQ.

Languages: English-12 [½]; German (native)-14 [0]; Russian-12 [½].

Spells* (1 point each, except where noted): Aura-14; Banish-15 [2]; Bravery-14; Counterspell-14; Daze-14; Detect Magic-14; Dispel Magic-14; Drain Mana (VH)-13; Exorcism-15 [2]; Fear-14; Foolishness-14; Hide Thoughts-14; Identify Spell-14; Ignite Fire-14; Lend Health-14; Lend Strength-14; Light-14; Mage Sight-14; Magelock-14; Magic Resistance-14; Mind-Reading-14; Peaceful Sleep-15 [2]; Pentagram-15 [2]; Scryguard-14; Sense Danger-14; Sense Emotion-14; Sense Foes-14; Sense Life-14; Sense Spirit-14; Silence-14; Sleep-14; Soul Rider-14; Sound-14; Spell Shield-14; Teleport Shield-14; Truthsayer-14; Watchdog-14; Wisdom-14.

* Includes +2 for Magery.

ERICH VON SHERTZER is a paranormal bodyguard. A "professor of occultism" who immigrated from Germany in 1874, he doesn't protect his employers from bullets or arsenic in their tea. Instead, for £1 1s per diem (plus expenses), he'll protect you from ghosts, vampires and the evil eye. Erich takes his work seriously. He shows up as soon as he is summoned, armed with a S&W .44 Russian and a little black bag. He seals the doors with chalk symbols, sets traps for ghosts and chants protective incantations "in Old Norse, ja?" Those under his protection report a cessation of hauntings, a better night's sleep and a "sense of spiritual fortification." He has reputedly shot at least one werewolf with a silver bullet from his pistol.

Spells* (base spell level 13, 12 with VH): One point was spent on each of the following spells:

Air [1]: Purify Air-13.

Communication and Empathy [4]: Hide Thoughts-13, Sense Emotion-13, Sense Foes-13, Truthsayer-13.

Food [2]: Decay-13, Test Food-13.

Healing [7]: Cure Disease-13, Lend Health-13, Lend Strength-13, Major Healing (VH)-12, Minor Healing-13, Neutralize Poison-13, Sterilize-13.

Knowledge [1]: Detect Magic-13.

Mind Control [3]: Alertness (VH)-12, Keen Ears-13, Keen Eyes-13.

Protection and Warning [4]: Missile Shield-13, Sense Danger-13, Shield-13, Watchdog-13.

* Spells include +2 for Magery.

Customization Notes

- Consider a dramatic "shtick" that will make your services more saleable. For instance, using Invisibility to shadow your charge unseen, or observing from afar with Wizard Eye and teleporting onto the scene when you detect trouble.
- If you're creating a wizard who will protect his charge from a distance, be sure to raise one or two spells to the level where you can maintain them for free.
- It is common for a bodyguard to specialize in specific magical countermeasures. Possibilities include Banish, Force Dome, Remove Curse, See Invisible, See Secrets, Spell Shield, Utter Dome and Ward. In a high-powered game, being able to remove your charge from danger using Teleport Other can be the ultimate defense!
- Many bodyguards head up a team or security agency. A character like this should have an Ally Group and possibly some wealth.



Using This Character

This template describes a PC or NPC Ally suitable for a 100-point campaign, which is really a "no-frills" bodyguard! Since an attacker needs only one attack to be dangerous, but a defender must prepare for all contingencies, a bodyguard needs a lot more than 100 points to be truly "elite." Also note that this template assumes "realistic" bodyguard behavior (see above); those who prefer cinematic bodyguards who stand around with weapons should consider playing a battle wizard (p. 28) or even an assassin (p. 24).

Jeanne St-Germain

(150 points)

Age 31; 5'8", 133 lbs.; plain-looking woman with short hair, wearing trousers, leather armor and a sword belt.

ST: 9 [-10] **IQ:** 14 [45] **Speed:** 6.00
DX: 13 [30] **HT:** 11 [10] **Move:** 5
Dodge: 5 **Parry:** 9

Advantages

Alertness +3 [15]; Extra Fatigue 1 [3]; Literacy [10]; Magery 3 [35].

Disadvantages

Extremely Hazardous Duty [-20]; Sense of Duty (Thieves' Guild) [-10]; Status -2 (Underworld) [-10].

Quirks

Curses in Aralaise when among English-speakers; Fascinated by tall ships; Has a personal grudge against the "Ministry of Serendipity"; Prefers to work near the docks; Wears men's clothing. [-5]

Skills

Body Language-15† [1]; Brawling-13 [1]; Fast-Draw (Knife)-12 [½]; Fast-Draw (Sword)-12 [½]; Fencing-14 [4]; First Aid/TL3-13 [½]; Holdout-13 [1]; Intimidation-13 [1]; Main-Gauche-12 [1]; Seaman-ship/TL4-13 [½]; Shadowing-13 [1]; Stealth-13 [2]; Streetwise-14 [2]; Swimming-12 [½]; Tactics-12 [1]; Traps/TL3-13 [1].

† Includes +3 for Alertness.

Languages

English-12 [½]; Aralaise (native)-14 [0].

Spells* (1 point each):

Alertness (VH)-14; Blur-15; Continual Light-15; Cure Disease-15; Darkness-15; Decay-15; Detect Magic-15; Hawk Vision-15; Hide Thoughts-15; Invisibility-15; Keen Ears-15; Keen Eyes-15; Lend Health-15; Lend Strength-15; Light-15; Magic Resistance-15; Major Healing (VH)-14; Minor Healing-15; Missile Shield-15; Mystic Mist-15; Neutralize Poison-15; Night Vision-15; Purify Air-15; Rear Vision-15; Recover Strength-15; Reverse Missiles-15; Scryguard-15; Scrywall-15; See Invisible-15; Sense Danger-15; Sense Emotion-15; Sense Foes-15; Shield-15; Spell Shield-15; Sterilize-15; Test Food-15; Truthsayer-15; Watchdog-15.

* Includes +3 for Magery.

Equipment

Leather armor (PD 2, DR 2); Main-gauche (imp 1d-2, cut 1d-4); Rapier (imp 1d-1) with basket hilt (PD 1).

Description

JEANNE IS THE YOUNGEST daughter of an Aralaise wine merchant. As a girl, playing among the barrels on the pier, a strange man with a foreign accent told her, "Little girl, you have The Gift." She had no idea what that meant, but her father did, and took her to see one of the local wizards. Sure enough, it turned out that Jeanne had magical talents. Her father sent her off to magic school at great expense, and had her tutored in spells that he felt would help keep his shop safe from burglars. Since his shop was also the front for a few secret ventures, he made sure that Jeanne's instructors would teach her *other* spells as well.

When Jeanne returned home on her twenty-second birthday, she found



her father's shop burned to the ground and a notice posted announcing his arrest and execution, "By Order of the Ministry of Serendipity." Numb with disbelief, and afraid for her life, Jeanne boarded the first ship out of the harbor, sailing across the sea to Cardiel. Upon arriving, she realized that she would have to support herself. Her training in "security" spells, along with her guilt over having not been there for her father, led her to decide to become a bodyguard. Her skill with thieving spells soon led to her being hired by the Thieves' Guild.

Today, Jeanne acts as a wizardly bodyguard to the master thieves of the Guild. Her spells have foiled the efforts of more than one law enforcer and have saved more than one life. Many an assassin has seen the tip of Jeanne's rapier protruding from his own chest after being spotted by Jeanne's magic and stalked invisibly. Her Scrywall spell is also in high demand within the Guild, being a useful defense against magical scrying by the authorities and rival guilds. She uses her position to listen in on some very sensitive underworld meetings, always hoping to learn more about the mysterious "Ministry of Serendipity."

Jeanne would make an excellent PC or NPC in a 150-point *GURPS Fantasy* campaign (although some GMs may require an Unusual Background for Aralaise characters with access to Fencing and TL4 naval skills). By changing a few names and places, she would work equally well in most other fantasy settings. Her magic and swashbuckling skills would also let her fit into an Age of Sail campaign with magic, or even a "steampunk" setting, with minimal changes.

Marcus Magus

(100 points)

Age 47; 5'9", 150 lbs.; wispy gray hair, gray eyes; a bearded, middle-aged man in a flowing robe and pointy hat.

ST 10 [0], DX 10 [0], IQ 14 [45], HT 13 [30]

Basic Speed 5.75, Move 5.

Dodge 5.

Advantages: Charisma +5 [25]; Luck [15]; Sanctity [5].

Disadvantages: Compulsive Lying [-15]; Delusion ("I am a wizard!") [-15]; Nightmares [-5]; Sleepwalker [-5].

Quirks: Believes his nightmares are prophetic visions; Dresses in "wizardly garb" (pointy hat, etc.); Never cuts beard; Quiet and thoughtful; Tells people he's a diviner. [-5]

Skills: Acting-13 [1]; Bard-18* [1]; Dreaming-12 [2]; Enthrallment (Captivate)-13 [2]; Enthrallment (Persuade)-14 [2]; Enthrallment (Suggest)-13 [2]; Enthrallment (Sway Emotions)-14 [2]; Fast-Talk-14 [2]; Fortune Telling-18* [1]; Hypnotism-13 [2]; Lucid Dreaming-14 [1]; Meditation-12 [2]; Performance-13 [1]; Psychology-14 [4].

* Includes +5 for Charisma.

Languages: English (native)-14 [0].



MARCUS WAS JUST "Lucky Mark the Distiller" until that fateful night when he drank too much of his own whisky, fell into the creek and nearly drowned. Upon awakening, his mind was a complete blank. Then, as he wandered during the days after his accident, he began to have horrifying dreams. He decided that these were magical visions and concluded that he must be a wizard. Choosing an "appropriate" name, he dressed like a wizard from a fairy tale and began to walk the countryside, telling fortunes and foreseeing the future for food, shelter and a few coins.

People tend to believe "Marcus" when he speaks – sometimes against their will – and he has convinced more that one person that he's a mind-control mage posing as a diviner. His abilities are not learned, however: he just woke up with them! Marcus has no idea that he's living in his own special version of reality; as far as he's concerned, he really *is* a wizard.

CHARLATAN

"There's a sucker born every minute."

– Phineas T. Barnum

IN ANY SETTING with wizards, there will be those without magical gifts who want to imitate them; in any setting *without* wizards, there will be pretenders, who prey on the superstitious and the gullible. There are many kinds of charlatans, but those who pass themselves off as wizards are a special breed. For the purpose of this discussion, we'll assume that our charlatan doesn't have magical or quasi-magical powers. Natural spellcasters, members of magical races, and those with knacks might not be wizards, but they do have real magical powers and don't need to fake them!

There are two main dimensions to posing as a wizard: the psychological one and the physical one. The primary tool of psychological deceit is lying; nothing works as well as telling a well-crafted lie and letting the dupe's imagination do the rest. This works best when you have the dupe's confidence, of course. The village priest can get away with far more than some itinerant who's selling snake oil from the back of a wagon. The most believable lies always have a veneer of truth to them, or stem from the misrepresentation of information that the victim is ignorant of. For instance, if you have astronomical training, you may be able to pass off an eclipse as your own doing; if you have a fast horse, you may be able to race ahead of a locust swarm and "call it down" on your enemies.

Another tool in the psychological game is manipulation: getting people (especially *powerful* people) to back up your fantastic claims, or simply turning them against one another so that they don't examine your claims too closely. For example, a futuristic time traveler who cures a primitive village chief with ultra-tech medicine and claims it's magic has the chief as his ally; anyone who wants to challenge him is going to have to deal with the chief as well.

As for physical deceit, sleight of hand and the clever use of lines of sight and body placement can simulate many magical spells all on their own. Not all mountebanks are stage magicians, but it certainly helps! Of course, technological "wizardry" – disguises, trap doors, trick gadgets, wires, sound effects and the ever-popular "smoke and mirrors" – can greatly enhance the believability of a hoax. Finally, the most prosaic of physical techniques, the hidden accomplice (or trained animal!), can be the most effective one of all.

The best charlatans use these two components to complement one another. This is the fine art of *misdirection* or distraction: talking your audience into looking for one thing while you do another. This is the primary purpose of flashes and bangs, but a pointed finger can be just as effective. The power of suggestion is one of the charlatan's most potent tools.

There are also many exotic techniques. The most familiar of these is hypnotism (at least *cinematic* hypnotism). Some historical charlatans were supposedly powerful hypnotists, and even today, there are stage performers who claim to be able to hypnotize entire audiences, despite repeated debunking by medical hypnotists – a deception within a deception! Seizures can also take on mystical significance to the uninformed; many so-called seers and shamans probably suffered from epilepsy. Even relatively mundane feats like meditative trances, board-breaking and contortionism can impress those who are unaware of the techniques involved.

In a world with real wizards, a charlatan has to watch his step. One casting of Aura, Detect Magic or Identify Spell is all that it takes to learn the truth. Smart charlatans will avoid real wizards, silence them or bribe them. Staying beneath their notice also works. Just because the Lord High Wizard knows that a for-

tuneteller isn't a real mage doesn't mean he's going to shout it to the crowd and start a riot. In a high-magic world, another possibility is the charlatan who uses concealed magic items to cast spells: the magic is real enough, it's just not *his* magic. Lastly, a charlatan might travel with real wizards; if all of his traveling companions are mages, he may never be discovered!

Design Notes

Attributes: Wits and agility are to the charlatan what Magery is to a real wizard, so we select a phenomenal IQ (14) and DX (13) to give him a fighting chance.

Advantages: Luck is almost required to be a successful charlatan, so we add that to the template. We also offer a choice of more Luck and advantages that are useful for gaining confidence (Charisma, Sanctity, Voice), pulling off tricks (Ally, Double-Jointed, Manual Dexterity) or simulating magical powers (Autotrance, Danger Sense, Empathy, Intuition, Serendipity).

Disadvantages: We offer a choice here as well, listing Enemy (previous victims) and several disadvantages that will either produce effects that might help persuade others of the charlatan's powers (Epilepsy, Weirdness Magnet) or help explain his behavior (Compulsive Lying, Delusion, Greed, Overconfidence, Selfish, Trickster).

Primary Skills: The mind games of the charlatan require Fast Talk and Psychology; we include both at level 14. We also set aside 10 points to be spent on skills that pertain to cuing assistants (Animal Handling for trained animals, Gesture for humans), gadgets and special effects (Disguise, Fireworks, Mechanic, Scene Design, Traps), performance (Bard, Fortune Telling, Intimidation, Performance), stage tricks (Escape, Fire Eating, Fire Walking, Holdout, Sleight of Hand, Snake Charming, Ventriloquism) and weird feats (Breath Control, the Enthrallment skills, Hypnotism, Meditation).

Secondary Skills: Acting is almost as important as Fast-Talk, so we add it at level 13. We set aside 4 more points for the charlatan's less-practiced tricks (chosen from the same list as his Primary Skills), specifying that they must be at level 12+.

Background Skills: We reserve a further 4 points for the charlatan's newest tricks, which need only be at level 11+.

Charlatan [100 points]

Attributes: ST 10 [0], DX 13 [30], IQ 14 [45], HT 10 [0].

Advantages: Luck [15], plus 15 points chosen from Ally (100-point trained accomplice, 15 or less) [15], Autotrance [5], Charisma [5/level], Danger Sense [15], Double-Jointed [5], Empathy [15], Extraordinary Luck [15], Intuition [15], Manual Dexterity [3/level], Sanctity [5], Serendipity [15] and Voice [10].



GURPS Cliffhangers/Horror

Swami Rakshanathan (100 points)

Age 40; 5'11", 107 lbs.; bald, dark-brown eyes, brown skin; twig-thin man wearing wire spectacles and a nice suit.

ST 9 [-10], DX 12 [20], IQ 15 [60], HT 12 [20]

Basic Speed 6.00, Move 6.

Dodge 6.

Advantages: Autotrance [5]; Double-Jointed [5]; Luck [15].

Disadvantages: Greed [-15]; Skinny [-5]; Vow (Vegetarianism) [-5]; Weirdness Magnet [-15].

Quirks: Dramatic – a real showman; Loves to sucker patronizing upper-class dopes; Not really religious at all; Plays up his accent; Wears false spectacles. [-5]

Skills: Acting-14 [1]; Bard-14 [1]; Breath Control-14 [4]; Escape-15* [4]; Fast Talk-15 [2]; Fire Walking-15 [1]; Hypnotism-15 [4]; Meditation-14 [4]; Occultism-14 [1]; Performance-15 [2]; Psychology-14 [2]; Snake Charming-15 [2].

* Includes +3 for Double-Jointed.

Languages: Dutch-14 [1]; English-14 [1]; Hindi (native)-15 [0].

NIRANJAN RAKSHANATHAN is a "swami for the '30s." He claims to have been a religious ascetic back in India, but he was more faker than fakir there as well, and is about as religious as the next con artist. The swami travels around Europe, demonstrating the "magical secrets of India": hypnotism, snake charming, trances and walking on hot coals. He only gives demonstrations in the homes of the wealthy, and always for a fee. For an extra consideration, he will also give private counseling to those with "problems of a supernatural nature."

The odd thing about the swami is that things really do get weird after he shows up. People claim to have seen some strange things in his presence, and the swami himself receives mysterious telegrams from long-dead ancestors and visits from a levitating dwarf, and tends to slip into spontaneous trances where he experiences some *odd* things.

The Wizard

(325 points)

Age 33; 5'10", 175 lbs.; buzz-cut sandy hair, green eyes; heavy, freckle-faced man.

ST 11 [10], **DX** 15 [60], **IQ** 16 [80], **HT** 13 [30]

Basic Speed 7.00, Move 7.

Dodge 7.

Advantages: Danger Sense [15]; Extraordinary Luck [30]; Intuition [15]; Serendipity [15]; Strong Will +5 [20]; Wealthy [20]; Zeroed [10].

Disadvantages: Enemy (Lodge, 6 or less) [-20]; Selfish [-5]; Trickster [-15].

Quirks: Always reads the tabloids; Believes in magic; Laughs like a maniac; Loves to play games; Movie addict. [-5]

Skills (TL7 where applicable): Acting-15 [1]; Computer Operation-16 [1]; Computer Programming-16 [4]; Conspiracy Theory-16 [8]; Disguise-16 [2]; Driving (Van)-14 [1]; Electronics (Security Systems)-16 [4]; Electronics (Sensors)-16 [4]; Electronics Operation (Security Systems)-16 [2]; Electronics Operation (Sensors)-16 [2]; Engineer (Robotics)-16 [4]; Escape-14 [2]; Fast-Talk-16 [2]; Fireworks-15 [2]; Guns (Light Auto)-16* [½]; Guns (Pistol)-16* [½]; Holdout-15 [1]; Intimidation-15 [1]; Mathematics-14 [1]; Mechanic (Small Gadgets)-16 [2]; Performance-15 [1]; Psychology-16 [4]; Research-16 [2]; Scene Design-15 [1]; Sleight of Hand-14 [2]; Stealth-15 [2]; Traps-16 [2]; Ventriloquism-14 [1]; Video Production-15 [1].

* Includes +2 for IQ.

Languages: English (native)-16 [0]; French-15 [1]; German-15 [1]; Russian-15 [1]; Spanish-15 [1].

TO QUOTE INTELLIGENCE OP Jayne Chu, the Wizard is "A [CENSORED] troublemaker." He has somehow learned about the Lodge and possibly the Company. He believes the Lodge are wizards and tries to goad them into showing themselves by pretending to use magic himself. He uses special effects to accomplish this. The Company would like to track the Wizard down before it's too late, but he has no past and always seems to know when a raid is planned. The Lodge's reaction has been devastating: they've started to kill Hollywood F/X men at random . . .

The Company has gone after the Wizard three times, but to no avail. In 1996, a squad led by Intelligence op Jayne Chu tracked him to a warehouse in Mobile, Alabama. When they moved in, they found moving walls, smoke, mirrors and decoys. This concealed the Lodge hit men who had arrived moments earlier, and the ensuing firefight left three ops wounded. The Wizard had fled hours ago, and Security labeled the incident a deliberate setup.

Disadvantages: A choice of -30 points from among Compulsive Lying [-15], Delusion ("I am a wizard!") [-5 to -15], Enemy (Previous victims, 9 or less) [-10], Epilepsy [-30], Greed [-15], Overconfidence [-10], Selfish/Self-Centered [-5/-10], Trickster [-15] and Weirdness Magnet [-15].

Primary Skills: Fast-Talk (M/A) IQ [2]-14, Psychology (M/H) IQ [4]-14. Spend 10 points to buy level 14+ in two or more of Animal Handling (M/H), Bard (M/A), Breath Control (M/VH), Disguise (M/A), Enthralment (Captivate (M/H), Persuade (M/A), Suggest (M/H), Sway Emotions (M/A)), Escape (P/H), Fire Eating (P/A), Fire Walking (M/E), Fireworks/TL3 (M/H), Fortune Telling (M/A), Gesture (M/E), Holdout (M/A), Hypnotism (M/H), Intimidation (M/A), Mechanic/TL3 (Small Gadgets) (M/A), Meditation (M/VH), Performance (M/A), Scene Design (M/A), Sleight of Hand (P/H), Snake Charming (M/A), Traps/TL3 (M/A) and Ventriloquism (M/H).

Secondary Skills: Acting (M/A) IQ-1 [1]-13. Spend 4 points to buy level 12+ in two or more of the above skills.

Background Skills: Spend 4 points to buy level 11+ in two or more of the above skills.



Customization Notes

- Consider a little extra Wealth with which to buy a few small, low-cost magic items (e.g., Ignite Fire for \$150, Light for \$100 or Sound for \$50).
- Disadvantages to avoid: Easy to Read, Gullibility, Honesty and Truthfulness. These will cut a charlatan's career short in record time! A negative Reputation in an area bigger than a town can be tricky as well.
- It would be a good investment spend the 15 points that can be gained from additional disadvantages and quirks on +1 to DX or IQ!
- This template is *extremely* customizable. The most efficient approach is to pick a general class of tricks (empty-handed, gadget-based, mental, physical, weird, etc.) and focus on abilities that would assist in that area.

Using This Character

This template is viable in almost any 100-point campaign: just adjust things like the TL of skills to suit the setting (the template above assumes a TL3 fantasy game). In many ways, fantasy would be the *most challenging* genre to play in, due to the presence of real wizards! In any campaign, though, a charlatan must be played with finesse and delicacy. It only takes one slip to give the game away . . .

Koshogi

(100 points)

Age 20; 5'5", 135 lbs.; a short Sahudese man in studded armor, sporting a black topknot and many ornate tattoos.

ST: 10 [0] **IQ:** 13 [30] **Speed:** 6.25
DX: 14 [45] **HT:** 11 [10] **Move:** 5
Dodge: 5 **Parry:** 8

Advantages

Luck [15]; Manual Dexterity +6 [18].

Disadvantages

Greed [-15]; Overconfidence [-10]; Trickster [-15].

Quirks

Attributes his trickery to magic; Gets a tattoo every time he has a brush with death; Likes gambling; Prefers to lie by omission when he has to lie; Suffers from hopeless wanderlust. [-5]

Skills

Acting-13 [2]; Artist-12 [2]; Escape-13 [2]; Fast-Talk-13 [2]; Gambling-13 [2]; Holdout-13 [2]; Karate-13 [2]; Short Staff-13 [2]; Sleight of Hand-20* [4]; Streetwise-13 [2]; Tattooing-13 [2]; Traps/TL3-13 [2].

* Includes +6 for Manual Dexterity.

Languages

English-12 [1], Sahudese (native)-13 [0].

Equipment

Fine jo (cr 1d+1, cr 1d-1) enchanted with Ignite Fire; Fine jo (cr 1d+1, cr 1d-1) enchanted with Sense Spirit; Purse of silver (\$250); Reinforced leather armor (PD 2, DR 3); Tattooing equipment.

Description

KOSHOGI IS A WANDERER. He drifted south from his homeland of Sahud, looking for adventure or whatever else might come his way. As he travelled, he met many people – most of whom couldn't understand a word he was saying. They did admire his tattoos, though, and he managed to turn a fair profit as a traveling tattoo artist. With money in his purse, he expanded his repertoire to include gambling. He also used his phenomenal skill at legerdemain to play "shell games" and other carnival tricks (and occasionally cheat at cards). He soon spoke English well enough to get by as a travelling performer, and even joined a band of jongleurs for a while.

One night at a seedy tavern, Koshogi cheated at dice against a group of ogres and started a fight between two of them to cover his scam (as Koshogi put it, "What's life without a little risk?"). As the brawl raged, a shadowy man named "Nimur" asked Koshogi who he was and what he really did for a living. Not one to fear strangers, Koshogi quickly explained that he did "magic tricks," referring to his skill at prestidigitation. In his halting English, however, it came out more like, "I'm a magician," to which the stranger replied, "Good, good. We need a wizard. How does \$30 a day sound?" Koshogi thought it sounded great, and joined up.

For the first week, Nimur and his companions truly believed that Koshogi was a wizard. They mistook his nicely-made jo staves for magic wands and assumed that his tattoos were symbols of magical initiation. They saw him make small objects vanish and teleport across the room with a pass of his hand. Although they never saw him cast a spell, they

did notice that things started to go just a little bit better for the group after Koshogi signed on. All of them had heard tales of "mysterious Sahudese wizards from the north," and figured they had one with them. For his part, Koshogi played along and acted weird and mysterious.

Eventually, though, a real wizard (Corus Brisingammon) joined the group in preparation for a mission on behalf of the Mages' Guild. He quickly realized that Koshogi was a fake, and quietly informed Nimur. Nimur – a great believer in his own genius – concluded that anyone who could fool him was useful even if he wasn't a wizard. He quickly exposed Koshogi to the others, but made it clear that he had done so for the good of the group and not out of spite. Koshogi shrugged it off; at \$30 a day plus expenses, he was more than happy to be a fake wizard.

These days, Koshogi travels with Nimur's group, causing distractions, acting as a burglar and shake-down man, and teaching them the advanced bare-handed combat arts of Sahud.

As written, Koshogi is a 100-point character who could be used as a PC, NPC ally or NPC foe in a *GURPS Fantasy* campaign. With a few adjustments to his language skills and background story, he could be an oriental charlatan passing himself off as a wizard in almost any historical campaign set on earth after Marco Polo's return to Europe in 1295.



Magdee (750 points)

Age indefinite; 6'7", 240 lbs.; shiny black hair, black eyes, golden skin; huge, fanged humanoid with a curved sword.

ST 20 [110], DX 15 [60], IQ 16 [80], HT 15/20 [60]

Basic Speed 7.50, Move 7.

Dodge 8, Parry 9, Block 9.

Advantages: Alertness +3 [15]; Body of Air (Carry Heavy encumbrance, +100%) [100]; Combat Reflexes [15]; DR 3 [9]; Extra Hit Points +5 [25]; Immunity to Disease [10]; Immunity to Poison [15]; Literacy [10]; Magery 3 [35]; Morph [40]; Night Vision [10]; PD 3 [75]; Sharp Teeth [5]; Unaging [15]; Wealthy [20].

Disadvantages: Bad Temper [-10]; Dependency (Mana; common, constant) [-25]; Greed [-15]; Hideous [-20].

Quirks: Disintegrates obstacles in his path; Enjoys giving mortals impossible tasks; Extravagant; Hides the fact that must eat, drink and sleep; Laughs deafeningly. [-5]

Skills: Brawling-16 [2]; Broadsword-16 [4]; Carousing-17 [8]; Fast-Talk-15 [1]; Gambling-18 [6]; Leadership-15 [1]; History-14 [1]; Interrogation-16 [2]; Merchant-15 [1]; Shield-16 [2]; Wrestling-16 [4].

Languages: Arabic (native)-18 [2].

Spells* (1 point each, except where noted): Banquet-17; Bravery-17; Charm-21 [8]; Cook-17; Create Air-17; Create Fire-17; Create Water-17; Daze-17; Decay-17; Destroy Air-17; Destroy Water-17; Disintegrate (VH)-21 [16]; Earth to Air-17; Emotion Control-17; Fear-17; Find Weakness-17; Foolishness-17; Ignite Fire-17; Iron Arm-17; Itch-17; Lend Strength-17; Lesser Geas (VH)-17 [2]; Loyalty-17; Mass Daze-17; Monk's Banquet-20 [6]; Pain-17; Panic-21 [8]; Purify Air-17; Purify Water-17; Recover Strength-20 [6]; Resist Pain-17; Ruin-17; Seek Earth-17; Seek Water-17; Sense Emotion-17; Sense Foes-17; Shape Earth-17; Shatter (VH)-16; Spasm-17; Terror-17; Test Food-17; Weaken-17.

* Includes +3 for Magery.

MAGDEE IS AN exceptionally bright minor djinni who lives among mortals, partying and accumulating gold. He possesses the typical djinn traits: grotesque, fanged features and the ability to change form (even into smoke). He is quick to anger, and tends to react by *removing* the object of his wrath. Inanimate objects are disintegrated; people are Charmed or given a Lesser Geas and sent on a fool's errand.

Note: Magdee's free access to magic and special powers is balanced by his vulnerability to Djinni spells (pp. AN82-83).

DEMON

*"From his brimstone bed, at break of day,
A-walking the Devil is gone,
To look at his little snug farm of the World,
And see how his stock went on."*

— Robert Southey, *"The Devil's Walk"*

A "DEMON" IS A SPIRIT from another plane of existence (see p. CII180ff): hell, the afterlife, the underworld . . . every culture has its own version. Contrary to Christian belief, not all demons are evil; some faiths claim that good demons exist as well. Good or evil, most demons are slaves to their nature; their morality is not theirs to choose. They serve a higher power, and lack humanity's gift of free will. Quite often, demons have a specific "mission" – which can be as daunting as starting wars, as mundane as punishing the greedy, or as petty as kicking dogs – which all of their actions can ultimately be related back to.

While demons and magic need not be linked, they often are in real-world belief systems. Both ancient legends and modern fantasy generally portray demons as being creatures of magic, and horror literature and movies have continued this tradition. As a result, the powerful, magic-using "demon wizard" has become a staple of fantasy gaming. This section deals with demons of this kind.

There are two basic types of fantasy demon: the *humanoid demon* and the *monstrosity*. Humanoid demons are often the hybrid offspring of a demon and a human parent. They are almost always powerful wizards, usually immortal, and typically possess unique supernatural gifts. They can generally pass as human, although some possess a feature (e.g., a single cloven hoof, vestigial horns) that exposes the ruse. Merlin (see *GURPS Camelot*) is an example of a demon half-breed.

The monstrosity, on the other hand, is clearly supernatural. The stereotypical pitchfork-wielding "devil" – with blood-red skin, a barbed tail, horns and cloven hoofs, smelling of brimstone – is one such example. Some monstrous demons are so hideous that to gaze upon them means madness. Others are just *different*: bestial, chimeric or inhumanly beautiful.

Whatever they look like, most fantasy demons are wizards. In Christian myth, demons are usually depicted as being skilled with Fire and Necromantic spells, but the demons of other cultures have other gifts, and many are skilled with all types of magic.



Demonic magic is typically powerful and direct, since demons are usually immortal, and are granted spells by higher powers rather than study.

Guidelines

An entire book could be dedicated to demons; in many ways, they are as diverse as wizards. As a result, we'll use an *open template* (see sidebar, p. 7) to describe them in general terms. The GM who plans to have many demon wizards in his campaign should consider creating a number of detailed templates (or even demonic *racial* templates), using these guidelines as a starting point.

Attributes: Attributes should be above-average. All demon wizards have exceptional IQ. Humanoid demons will sometimes have unremarkable levels of ST, DX and HT, but attributes of 12+ are more common. Monstrosities typically have huge ST scores (use the costs on p. CI8), and are exceedingly tough (HT 14+). Consider using the table on p. M113 for inspiration!

Advantages: Magery is a must. Common supernatural abilities include Awareness [15 or 35], Dark Vision [25], Extra Fatigue [3/level], Luck [15, 30 or 60], Mana Enhancer, Penetrating Call [5], Serendipity [15 or 30], Super Luck [100] and World-Jumper. Some demons report to deities that grant the Blessed [10], Divine Favor or Power Investiture [10/level] advantages. Many have a Higher Purpose [5] that reflects their mission; for instance, the Demon of Torturing Small Animals would get +1 on all rolls made in pursuit of that lofty goal . . .

Demons, even humanoid ones, rarely experience the limitations of the human form. Virtually all demons have Immunity to Disease [10] and Unaging [15], and many possess some or all of Damage Resistance [3/level], Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Extra Hit Points [5/level], Hard to Kill [5/level], High Pain Threshold [10], Immortality [140], Immunity to Poison [15], Injury Tolerance, Rapid Healing [5], Recovery [10], Regeneration [10, 25, 50 or 100], Regrowth [40], Temperature Tolerance [1/level], Unfazeable [15] and Very Rapid Healing [15]. The more monstrous the demon, the greater the number of traits.

Finally, monstrous demons may possess any of the advantages on pp. CI49-71, and any of the natural attacks on pp. CI72-73.

Disadvantages: The activities of demons are typically circumscribed by a number of limitations. Some of these reflect the demon's loyalties or mission, including Code of Honor, Disciplines of Faith, Duties, Fanaticism [-15], Intolerance (of Good, Evil, mortals, etc.) [-5], Obsession (with their mission), Sense of Duty, and Vows.

Other limitations are purely supernatural, such as Dependency (on mana, human blood, etc.), Unhealing [-20 or -30], Unliving [-50] or an Allergic Susceptibility. Dread, Weakness or Vulnerability when it comes to particular spells (e.g., Banish, Exorcism, Pentagram), objects (e.g., doorways, holy symbols) or substances (e.g., holy water, silver).

Demons often have disadvantages that reflect the moral nature of the powers they represent. For instance, the typical "evil demon" might have one or more of Bad Temper [-10], Berserk [-15], Bloodlust [-10], Bully [-10], Callous [-6], Compulsive Lying [-15], Gluttony [-5], Greed [-15], Lecherousness [-15], Low Empathy [-15], Megalomania [-10], Murder Addiction [-60], No Sense of Humor [-10], Sadism [-15] and Self-Centered [-10].

Lastly, many demons are disturbing to be around. While a humanoid demon might have nothing more severe than a few Odious Personal Habits [-5, -10 or -15], Unattractive Appearance [-5] and an Unnatural Feature [-5], monstrosities may have an appearance in the Monstrous [-25] or Horrific [-30] range, and suffer from Bad Smell [-10], Disturbing Voice [-10], Frightens Animals [-5 or -10] or Lifebane [-10].

GURPS Fantasy

Ik

(150 points)

Age indefinite; 5'6", 135 lbs.; black hair, glowing red eyes, ruddy skin; small, menacing and smells of brimstone.

ST 10 [0], DX 13 [30], IQ 14 [45], HT 12 [20]

Basic Speed 6.25, Move 6.

Dodge 6, Parry 7.

Advantages: Divine Favor (Satan, 6 or less) [10]; DR 6 vs. Fire/Heat [6]; Fire-Only Magery 3 [22]; Higher Purpose (Setting fires to cause maximum chaos) [5]; Immunity to Disease [10]; Literacy [10]; Temperature Tolerance 10 [10]; Unaging [15].

Disadvantages: Bad Smell (Brimstone) [-10]; Dependency (Daily immolation) [-15]; Dread (Holy symbols within 5 yards) [-15]; Extremely Hazardous Duty (To Satan) [-20]; Intolerance (Anything/anyone good or holy) [-5]; Pyromania [-5]; Sadism [-15]; Unnatural Feature (Flaming eyes) [-5].

Quirks: Chants all his spells in ecclesiastical Latin; Eats only spicy foods; Has no use for devil-worshippers – will toast them just as quickly; Likes to heat up metal armor with the wearer inside; Reacts very poorly to being called an imp! [-5]

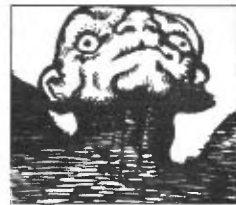
Skills: Cooking-14 [1]; Fast-Talk-13 [1]; Fire Eating-14 [4]; Fireball Throwing-14 [2]; Fireworks/TL3-14 [4]; Interrogation-12 [½]; Intimidation-12 [½]; Magic Breath-12 [½]; Magic Jet-14 [2]; Occultism-12 [½]; Spear-14 [4]; Stealth-12 [1]; Theology-12 [1].

Languages: English-14 [2]; Arabic-14 [2]; Hebrew-14 [2]; Latin (native)-14 [0].

Spells* (1 point each, except where noted): Breathe Fire (VH)-15 [2], Cold-15; Create Fire-15; Essential Flame-15; Explosive Fireball-20 [10]; Extinguish Fire-15; Fireball-15; Flame Jet-21 [12]; Flaming Weapon-15; Heat-15; Ignite Fire-15; Resist Fire-15; Shape Fire-15.

* Includes +3 for Magery.

IK IS THE stereotypical demon from Hell: thoroughly cruel, likes fire, handy with a trident, speaks perfect Church Latin and smells of brimstone. Anyone with even a little common sense will avoid him. Of course, that's what he wants; it lets him work in peace, tossing fireballs at churches, telling villagers that the local cave is a gateway to hell (with a little help from his magic) and so forth. He especially likes to convince Satanists that he's the genuine item, then burn them alive when they bow down before him. Ik seems buffoonish, but he actually does serve the Devil and has real demonic powers to match. People usually only laugh at him once.



Cameron Blake (450 points)

Apparent age 22; 6', 160 lbs.; blond hair, blue eyes; fit, handsome university student in stylish clothing.

ST 11 [10], **DX** 12 [20], **IQ** 19 [150], **HT** 13 [30]

Basic Speed 6.25, Move 6.

Dodge 6.

Advantages: Blessed (By Satan) [10]; Charisma +3 [15]; Destiny (Lead evil to ascendancy in the world) [15]; Handsome [15]; Hard to Kill +3 [15]; Immortality [140]; Language Talent +3 [6]; Power Investiture 3 [30]; Sanctity [5].

Disadvantages: Compulsive Lying [-15]; Fanaticism [-15]; Lifebane [-10]; Megalomania [-10]; Obsession (Being the Antichrist) [-15]; Sadism [-15].

Quirks: Doesn't take orders well; Occasionally says "you mortals" when he means "humanity"; Smiles when he talks about his father; Subtle; Unaffected by holy symbols/places – uses them to screen his identity from the naive. [-5]

Skills: Administration-18 [1]; Bard-25† [8]; Diplomacy-18 [2]; Economics-18 [2]; Fast-Talk-20 [4]; Law-18 [2]; Leadership-20† [½]; Occultism-18 [1]; Politics-18 [1]; Savoir-Faire-20 [2]; Theology-18 [2].

† Includes +3 for Charisma.

Languages (all include +3 for Language Talent): Arabic-20 [½]; Dutch-20 [½]; English-20 [½]; French-20 [½]; German-20 [½]; Greek-20 [½]; Hebrew (native)-22 [0]; Hindi-20 [½]; Italian-20 [½]; Japanese-20 [½]; Latin-20 [½]; Mandarin-20 [½]; Persian-20 [½]; Portuguese-20 [½]; Russian-20 [½]; Spanish-20 [½].

Spells* (1 point each, except where noted): Bravery-20; Charm-20; Compel Truth-20; Control Person-20; Emotion Control-21 [2]; Enslave (VH)-20 [2]; False Memory-20; Fear-20; Foolishness-20; Forgetfulness-20; Hide Thoughts-20; Lend Strength-20; Loyalty-20; Madness-20; Mass Suggestion-21 [2]; Mind-Reading-20; Mind-Search (VH)-20 [2]; Mind-Sending-20; Mindlessness-20; Missile Shield-21 [2]; Permanent Forgetfulness (VH)-20 [2]; Permanent Madness (VH)-20 [2]; Persuasion-20; Possession (VH)-20 [2]; Recover Strength-20; Sense Emotion-20; Sense Foes-20; Shield-20; Soul Rider-20; Suggestion-20; Telepathy (VH)-20 [2]; Truthsayer-20.

* Includes +3 for Power Investiture.

CAMERON BLAKE IS THE Antichrist . . . or at least *an* Antichrist. He is a bright, handsome, likeable MBA student in the final year of his program, and he always goes to church on Sunday. He can even quote scripture, like his dad, Satan (his biological parents died in a car wreck). Cameron is fated to lead the world into Armageddon. Luckily, he likes the job.

Skills: Demons possess whatever skills are needed to carry out their mission or fulfill their purpose. Stratospheric levels in "wizardly skills" like Alchemy, Hidden Lore, Illusion Art, Occultism, Thaumatology and Theology are common, as are Combat/Weapon, Social, and Thief/Spy skills (especially "sinister" ones, like Intimidation, Poisons and Whip).

Spells: A demon wizard's grimoire should reflect his mission and general personality. The pyromaniacal Demon of Brimstone might know only Fire spells, but an immortal half-demon like Merlin could conceivably possess all spells known in the campaign world at high skill levels! Traditional Christian and fantasy "evil demons" will know baneful Body Control, Mind Control and Necromantic spells, and probably Communication and Empathy spells like Persuasion and Possession as well.

The guidelines in this section can be used for spirit entities other than actual demons. Many of these spirits possess powers that can't be adequately described by the Magery-based magic system presented in *GURPS Magic*. In this case, simply replace spells with more appropriate abilities. For example, an astral entity from *GURPS Psionics* will have psi skills, while an In-Between from *Voodoo* will use ritual magic. For further advice on building wizards who use these abilities, see the sidebars on pp. 10-14.

Customization Notes

- Always decide on which supernatural forces (gods, demon lords, embodied moral principles) the demon serves or represents, and choose his disadvantages appropriately. If he's an independent operator, explain *why* this is so.
- Demons are definitely a different species from humanity! Even if you aren't creating a racial package, see the *Racial Generation* rules in *GURPS Compendium I* (p. C1173ff) for some guidelines that apply to nonhumans in general.
- If you're at a loss for what motivates your demon, pick a mission and choose advantages, disadvantages, skills and spells to match. This will result in the kind of exaggerated personality that demons are usually portrayed as having.
- These guidelines are applicable to other spirit entities, including angels, animes, daemons, djinn, efreet, gaki, oni, and p'os. Many *GURPS* worldbooks contain detailed descriptions of such beings that are useful when creating a character like this. Remember to include any advantages necessary for the character to use his "spells" (e.g., give an astral entity some psionic power).



Using This Character

This template was designed to be used by GMs to create NPC foes and demonic Patrons or Allies. Demon PCs can also be a lot of fun, but the GM has a few decisions to make before allowing them in his campaign: the point level, a list of the special advantages and disadvantages available to demons, a disadvantage limit (many demons require far more than -40 points) and the Unusual Background cost to play a demon, if any. Demon PCs generally work better in cinematic, high-powered fantasy campaigns than they do in 100-point fantasy or *Horror* games.

Maryam

(450 points)

Ageless; 6'1", 160 lbs.; beautiful, statuesque angel with white wings, clad in shimmering mail, her features obscured by a brilliant silver glow.

ST: 14 [45] **IQ:** 15 [60] **Speed:** 7.25
DX: 15 [60] **HT:** 14 [45] **Move:** 6/10†
Dodge: 7/9† **Parry:** 7/9†

† Second figure is while flying.

Advantages

Combat Reflexes [15]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Flight (Winged; -25%) [30]; Higher Purpose (Hunt down all demons) [5]; Immunity to Disease [10]; Immunity to Poison [15]; Literacy [10]; Pious [5]; Power Investiture 3 [30]; Unaging [15]; Unfazeable [15]; Very Beautiful [25].

Disadvantages

Cannot Harm Innocents [-10]; Extremely Hazardous Duty (To archangel Uriel) [-20]; Intolerance (Of Evil, in all its forms) [-5]; Sense of Duty (All humanity) [-15]; Unnatural Feature (Surrounded by a glowing nimbus) [-5].

Quirks

A fighter, not a talker; Brutally direct; Completely fails to grasp the effect of her beauty on mortals; Dislikes being called an "angel"—prefers the term "servitor"; Invokes all her spells with loud, spoken prayer. [-5]

Skills

Brawling-15 [1]; Broadsword-16 [4]; Exorcism-14 [2]; Flight-15 [2]; Interrogation-14 [1]; Leadership-14 [1]; Occultism-14 [1]; Shield-16 [2]; Spear-14 [1]; Stealth-14 [1]; Tactics-14 [2]; Theology-14 [2]; Tracking-15 [2]; Two-Handed Sword-16 [4]; Wrestling-15 [2].

Languages

Latin (native)-15 [0].

Spells* (1 point each, except where noted):

Aura-16; Continual Light-16; Detect Magic-16; Exorcism-16; Find Direction-16; Flash-16; Great Haste (VH)-21 [20]; Haste-16; Lend Health-16; Lend Strength-16; Light-16; Major Healing (VH)-15; Minor Healing-16; Pathfinder-16; Recover Strength-16; Seek Food-16; Seek Water-16; Seeker-20 [8]; Sense Danger-16; Sense Foes-16; Sense Life-16; Sense Spirit-20 [8]; Shield-21 [10]; Trace-16; Watchdog-16.

* Includes +3 for Power Investiture.

Equipment

Robe of holy chainmail (PD 4, DR 5 on arms, legs and torso; only PD 1, DR 3 vs. impaling damage; weighs 30 lbs.); Sandals; Silver full-face helm (PD 4, DR 4); Small silver holy shield (PD 3); Very fine flaming, holy broadsword (cut 2d+3, imp 1d+4, +2 damage for flame).

Description

MARYAM IS A SERVITOR of the archangel Uriel, sent into the mortal world to track down demons and slay them. In a world where magic works and demons are a genuine threat to humanity, this is a job that needs doing, and it often takes an angel to do it.



At least superficially, Maryam fits all the angelic stereotypes. She is outwardly beautiful, winged and surrounded by glowing light. She speaks Church Latin (because she had to learn a mortal tongue, and figured it would be useful to be able to speak with Christian priests of all cultures). She invokes her magic

with prayer, and can heal the wounded and cast spells of protection. She even carries a flaming sword and wears armor, which makes her look like something from a church window. Her personality, however, is somewhat more complex.

Ostensibly, being an extension of God's will, Maryam doesn't have a distinct personality. That's theology, not reality. As most people would expect, Maryam abhors Evil, protects humanity and represents all that is Good and Holy. Perhaps less typically, she exists to hunt and fight demons, and takes far more pleasure in the hunt than most people would imagine. Contrary to the expectations of many, she does not come equipped with all divine knowledge; Uriel gives her only the information she needs. Maryam is especially inadequate when it comes to understanding mortals. Fortunately, her innate sense of propriety usually keeps her out of trouble.

Maryam is an extremely powerful character, best used as a Patron for a group of PCs or as "divine intervention" for a character who is combating the legions of Hell. She was designed for a TL3 fantasy game with a medieval Christian flavor, where angels and demons are active in the mortal world. With a few modifications, she could be the servitor of almost any "good" deity in any setting; the only requirements are that there are demons and that magic works.

One interesting alternative is a "fantasy supers" game, where the PCs are all 500+ point angels combating equally-powerful demons in a medieval setting. Another possibility is a crossover game between *GURPS* and *In Nomine* (also from Steve Jackson Games). In either case, Maryam could actually be a PC.

Heledd the Crone (100 points)

Age 67; 5'2", 110 lbs.; white hair, gray eyes, weathered skin; a stooped older woman who speaks in strange riddles.

ST 8 [-15], DX 10 [0], IQ 15 [60], HT 12 [20]

Basic Speed 5.50, Move 5.

Dodge 5.

Advantages: Common Sense [10]; Literacy [10]; Longevity [5]; Power Investiture 1 [10]; Reputation +3 (Only to those in her village) [5].

Disadvantages: Bad Back [-15]; Odious Personal Habit (Eccentric) [-10]; Sense of Duty (Nature) [-15].

Quirks: Acts the part if called a witch; Leaves the bones of sacrificed animals laying around in neat little piles; Likes children; Never proselytizes; Takes a walk through the entire village at sunrise and sunset. [-5]

Skills: Acting-14 [1]; Agronomy/TL3-14 [1]; Bard-13 [½]; Bardic Lore-12 [½]; Cooking-15 [1]; Naturalist-14 [2]; Occultism-13 [½]; Sacrifice-14 [2]; Teaching-13 [½]; Theology-14 [2]; Weather Sense-14 [1].

Languages: English (native)-15 [0].

Spells* (1 point each, except where noted): Beast Link-14; Beast-Soothe-15 [2]; Beast Speech-14; Beast Summoning-14; Bird Control-14; Bless Plants-15 [2]; Forest Warning-14; Heal Plant-14; Hide Path-14; Identify Plant-14; Insect Control-14; Master-14; Persuasion-14; Plant Growth-14; Purify Water-14; Rider Within-14; Seek Earth-14; Seek Plant-14; Seek Water-14; Sense Emotion-14; Sense Foes-14; Sense Life-14; Shape Earth-14; Shape Plant-14; Shapeshifting (Horse; see p. C144) (VH)-13; Tangle Growth-14.

* Includes +1 for Power Investiture.



HELEDD IS AN OLDER woman who lives in rural eastern Cardiel. She privately worships the "old gods," but does not belong to a formal religion and keeps her beliefs to herself. She spends most of her time walking around the village, telling stories to children and handing out treats, warning the local farmers about locusts and storms, and generally using her magic in a helpful but haphazard way. As a result, she's well-liked and most of the locals would call her their "wise woman."

DRUID

*"I stood still and was a tree amid the woods,
knowing the truth of things unseen before . . ."*

— Ezra Pound, "The Tree"

The historical "druids" were the philosophers and wise men of the early Celts. They were treated as the equals of kings, and served as judges, priests, seers and teachers. While they were also wizards, they didn't spend much time casting spells; their primary duties were teaching history and religion to the young, advising the community and acting as repositories of knowledge and literacy. They were a somewhat secretive order, and their worldview often led to them speaking in riddles.

Outside the Celtic world, the druids were respected for their wisdom, but their mysterious ways often led foreigners to conclude that they were mainly wizards. As well, since they held groves of trees, running water and standing stones to be sacred, and since the Celts were an agrarian people whose life was intimately tied to natural cycles, the druids were sometimes seen as "nature priests." It is these stereotypes that eventually led to the *fantasy* interpretation of the druid.

Fantasy druids, unlike historical ones, are primarily magic users. Like fantasy priests (p. 88), they use "holy magic," but their powers don't originate from a single patron deity. Instead, druids speak for *all* of the gods (which is historically accurate) or wield "the forces of nature" (which isn't). The archetypal fantasy druid is old, wise, respects nature and lives simply. He remains impartial in the conflicts between empires and armies (recalling the role of historical druids as judges), preferring to focus on the health of the land instead. His magic usually concerns beasts, plants, the earth and streams.

This template focuses on fantasy druids, as well as generic "nature priests" and anyone else who claims to be close to the Earth and attuned to the natural cycles of fertility and rebirth; i.e., anyone who fits the "nature-worshipping magic user" stereotype. Historically-accurate druids require a mostly-Celtic campaign to make sense; those interested in a druid like that should consult *GURPS Celtic Myth*.

Design Notes

Attributes: Both historical and fantasy druids are supposed to be wise men with access to divine wisdom, so we select a very high IQ (15).

Advantages: Druids must be literate (Literacy) and favored by the gods (Power Investiture). We also offer a choice of advantages that reflect the druid's social position (Clerical Investment, Reputation, Status), attunement to nature (Animal Empathy, Beast-Kin, Plant Empathy, Tree-Kin) and superior judgement (Common Sense, Intuition), as well as Faerie Empathy for those who wish to create pseudo-Celtic characters.

Disadvantages: No fantasy druid would be complete without a Sense of Duty to nature! In addition, we present a variety of disadvantages that reflect the dislike for cities and technology that most fictional druids seem to have (Demophobia, Primitive, Technophobia, Vow: Always live outdoors) and some traits common to the "white-bearded priest" stereotype (Age, Intolerance, Odious Personal Habit).

Primary Skills: We choose skills that cover the theory (Theology) and practice (Naturalist, Sacrifice) of being a "nature priest."

Secondary Skills: Occultism reflects broad knowledge of mystical things, Bard and Teaching cover priestly social skills, and Weather Sense covers a general attunement to the elements (which can be gamed as semi-mystical, if the GM wishes).



Background Skills: We give our druid a choice of obscure knowledge about animals (Animal Handling, Veterinary, Zoology), the faerie (Faerie Lore), myths and legends (Bardic Lore, History), plants (Agronomy, Botany, Gardening), rocks and streams (Geology) and the stars (Astrology).

Spells: Animal and Plant spells are central to the "nature priest" theme, so we select a large number of the more useful ones and add them to the template. Next, we add a couple of basic spells from the Earth and Water colleges, but none of the more advanced Elemental spells; usually, only the gods and a very few powerful druids can tamper with the elements themselves! Finally, a few Communication and Empathy spells are needed as prerequisites. We also add Sense Life, which seems vital for a wizard who deals in energy and life force.

Druid [100 points]

Attributes: ST 10 [0], DX 10 [0], IQ 15 [60], HT 10 [0].

Advantages: Literacy [10], Power Investiture 1 [10], and 15 points chosen from Animal Empathy/Beast-Kin [5 or 15], Clerical Investment [5/level], Common Sense [10], Faerie Empathy [10], Intuition [15], Plant Empathy/Tree-Kin [5 or 15], Power Investiture 2 [10], Reputation and Status [5/level].

Disadvantages: Sense of Duty (Nature) [-15] and a total of -15 points selected from Age [-3/level], Demophobia [-15], Intolerance (Religious) [-5 or -10], Odious Personal Habit (Arcane and mysterious) [-5 to -15], Primitive [-5/level], Technophobia [-5], Vow (Always live outdoors) [-10].

Primary Skills: Naturalist (M/H) IQ-1 [2]-14, Sacrifice (M/H) IQ-1 [2]-14, Theology (M/H) IQ-1 [2]-14.

Secondary Skills: Bard (M/A) IQ-2 [½]-13, Occultism (M/A) IQ-2 [½]-13, Teaching (M/A) IQ-2 [½]-13, Weather Sense (M/A) IQ-2 [½]-13.

Background Skills: Any two of Gardening (M/E) IQ-1 [½]-14, Agronomy/TL3 or Hidden Lore (Faerie Lore), both (M/A) IQ-2 [½]-13, or Animal Handling, Astrology, Bardic Lore, Botany/TL3, Geology/TL3, History, Veterinary/TL3 or Zoology/TL3, all (M/H) IQ-3 [½]-12.

Spells* (base spell level 14, 13 with VH): One point was spent on each of the following spells:

Animal [9]: Beast Link-14, Beast-Soother-14, Beast Speech-14, Beast Summoning-14, Master-14, Rider Within-14, Shapeshifting (any) (VH)-13, and any two of Bird Control-14, Fish Control-14, Insect Control-14, Mammal Control-14, Mollusk Control-14 and Reptile Control-14.

GURPS Imperial Rome

Ventorix

(100 points)

Age 44; 5'6", 126 lbs.; long blond hair, hazel eyes; a lively, bearded man in a simple robe, wielding a sickle.

ST 10 [0], **DX** 10 [0], **IQ** 15 [60], **HT** 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5, Parry 5.

Advantages: Clerical Investment [5]; Literacy [10]; Power Investiture 2 [20]; Status 2 [10].

Disadvantages: *Cultural:* Primitive -1 TL [-5]; Social Stigma (Barbarian) [-15]. *Personal:* Bad Temper [-10]; Intolerance (Roman beliefs) [-5]; Sense of Duty (Nature) [-15]; Vow (Teach anyone; convert everyone) [-10].

Quirks: Always carries a sickle; Has nothing against Romans – just their religion; Loves to tell stories; Never cuts his beard; Won't eat boar. [-5]

Skills (TL1 where applicable): Axe/Mace-10 [2]; Bard-14 [1]; Bardic Lore-14 [2]; Botany-14 [2]; Herbarium-13 [2]; History-14 [2]; Naturalist-14 [2]; Occultism-14 [1]; Poetry-14 [1]; Sacrifice-14 [2]; Survival (Woodlands)-14 [1]; Teaching-14 [1]; Theology-14 [2]; Weather Sense-14 [1].

Languages: Gallic (native)-15 [0]; Greek-14 [1]; Latin-14 [1].

Spells* (1 point each): Beast Link-15; Beast-Soother-15; Beast Speech-15; Beast Summoning-15; Bless Plants-15; Create Fire-15; Divination (Botanomancy)-15; Extinguish Fire-15; Fish Control-15; Forest Warning-15; Heal Plant-15; Hide Path-15; History-15; Identify Plant-15; Ignite Fire-15; Insect Control-15; Master-15; Persuasion-15; Plant Form-15; Plant Growth-15; Purify Water-15; Rider Within-15; Seek Earth-15; Seek Plant-15; Seek Water-15; Seeker-15; Sense Emotion-15; Sense Foes-15; Sense Life-15; Shape Earth-15; Shape Fire-15; Shape Plant-15; Shapeshifting (Boar) (VH)-14; Tangle Growth-15; Trace-15; Wither Plant-15.

* Includes +2 for Power Investiture.

VENTORIX IS A POWERFUL Gallic druid of the Arverni tribe who has dedicated his life to teaching the old ways to young Gauls. A man of letters, Ventorix has the greatest respect for Roman philosophy and culture . . . but he is dead-set against their religion. Officially, the local Romans ignore Ventorix, disregard his powers and speak of him as an ill-tempered barbarian charlatan. Privately, however, things are different; many have heard tales of his wisdom, and more than one citizen of the Empire has agreed to adopt Ventorix's druidic beliefs in exchange for a magical potion or a glimpse of their future.

Modern-Day

Eugene "Bear" Basset (100 points)

Age 31; 5'10", 165 lbs.; black hair, brown eyes, tanned skin; a husky man in a plaid wool jacket, jeans and a knit cap.

ST 11 [10], DX 10 [0], IQ 15 [60], HT 11 [10]

Basic Speed 5.25, Move 5.

Dodge 5.

Advantages: Beast-Kin [15]; Power Investiture 1 [10].

Disadvantages: Demophobia [-15]; Sense of Duty (Nature) [-15]; Vow (To live in the wilderness) [-10].

Quirks: Dislikes any fire larger than a camp-fire; Especially fond of bears; Loves inventing new recipes; Practices nature worship, but isn't mystical about it; Speaks to his gods out loud. [-5]

Skills (TL7 where applicable): Animal Handling-16† [½]; Bard-13 [½]; Carpentry-14 [½]; Cooking-14 [½]; First Aid-14 [½]; Guns (Rifle)-12†† [1]; Hiking-10 [1]; Naturalist-16 [6]; Occultism-13 [½]; Orienteering-13 [½]; Survival (any; default from Naturalist)-13 [0]; Teaching-13 [½]; Theology-12 [½]; Tracking-13 [½]; Veterinary-16† [½]; Weather Sense-13 [½].

† Includes +4 for Beast-Kin.

†† Includes +2 for IQ.

Languages: English (native)-15 [0].

Spells* (1 point each): Beast Link (A)-15; Beast-Soother (A)-15; Beast Speech (A)-15; Beast Summoning (A)-15; Bird Control (A)-15; Bless Plants-14; Forest Warning-14; Heal Plant-14; Hide Path-14; Identify Plant-14; Mammal Control (A)-15; Master (A)-15; Persuasion-14; Plant Growth-14; Purify Water-14; Rider Within (A)-15; Seek Earth-14; Seek Plant-14; Seek Water-14; Sense Emotion-14; Sense Foes-14; Sense Life-14; Shape Earth-14; Shape Plant-14; Shapeshifting (Bear) (H)-14; Tangle Growth-14.

* Includes +1 for Power Investiture.

Note: Beast-Kin makes all M/H spells M/A and M/VH spells M/H.

EUGENE BASSET ("Bear" to his friends) used to live in Seattle, Washington. He was just another big-city neo-pagan until gods starting talking to him in his head during rituals. He felt that he would be able to hear them more clearly if he left the city, so he moved into the wilderness of the American Northwest. He now lives on roots, nuts and berries, and no longer eats meat; in return, his gods provide for him by granting him special abilities.

Bear's friends sometimes come to visit and learn from him. While they admire his devotion, they can't bring themselves to give up their city lives to join him.

Communication and Empathy [4]: Persuasion-14, Sense Emotion-14, Sense Foes-14, Sense Life-14.

Earth [2]: Seek Earth-14, Shape Earth-14.

Plant [9]: Bless Plants-14, Forest Warning-14, Heal Plant-14, Hide Path-14, Identify Plant-14, Plant Growth-14, Seek Plant-14, Shape Plant-14, Tangle Growth-14.

Water [2]: Purify Water-14, Seek Water-14.

* Spells include +1 for Power Investiture.

Customization Notes

- Animal Empathy and Plant Empathy give large bonuses (up to +4) on skills pertaining to animals and plants respectively. If you have many such skills, these advantages can be very useful!
- Consider branching out into one or more Elemental colleges. Some historical druids were known as "weather witches" (Air magic), while more apocryphal stories claim that the druids erected stone circles using magic (Earth spells).
- The Beast-Kin advantage reduces the difficulty of all Animal spells by one level (M/VH becomes M/H, M/H becomes M/A) and Tree-Kin does the same for Plant spells. Either can give a druid a significant edge!
- Traditionally, the druid's weapon is the sickle. This is used with Axe/Mace skill, costs \$60 and weighs 1¼ lbs. It can slash at reach 1 for swing-1 cutting (or swing-3 impaling, but at -2 to hit). It becomes unready after an attack or parry, but since Min. ST is only 6, it can be used without readying at ST 11. It is often fine-quality, enchanted or both!

Using This Character

This template is suitable for a PC in a 100-point fantasy game or for an NPC "wise man" at any point level. While the druid isn't traditionally a freebooting adventurer, druidic belief systems (both historical and fantasy) have no prohibition against violence. As well, druids are supposed to be wandering teachers and not cloistered ascetics. In other words, there's nothing to prevent a druid from strapping on a sword and looking for adventure if he really wants to! With a few adjustments, this character could be made to work in a *GURPS Camelot* or *Celtic Myth* game, or even in a modern-day setting where magic works: lots of today's neo-pagan belief systems incorporate druidic practices.



Izamal

(200 points)

Age 44; 5'3", 120 lbs.; a bronze-skinned woman with black hair. Has a prominent scar running across her face from temple to temple.

ST: 10 [0] **IQ:** 15 [60] **Speed:** 6.00
DX: 13 [30] **HT:** 11 [10] **Move:** 5
Dodge: 5 **Parry:** 9

Advantages

Extra Fatigue 3 [9]; Literacy [10]; Power Investiture 3 [30]; Strong Will +2 [8].

Disadvantages

Delusion ("Animals are intelligent and talk to me!") [-10]; Primitive -2 TLs [-10]; Sense of Duty (Nature) [-15]; Technophobia [-5].

Quirks

Curious; Doesn't understand why gold is so valuable; Has vivid (but non-crippling) flashbacks to her initiation ritual when she uses magic; Mildly claustrophobic; Will not eat red vegetables. [-5]

Skills

Astrology-13 [1]; Bard-13 [½]; Boating-12 [1]; Botany/TL1-12 [½]; Breath Control-14 [4]; Camouflage-14 [½]; Exorcism-14 [2]; First Aid/TL1-14 [½]; Herbary/TL1-14 [4]; Hypnotism-14 [2]; Naturalist-14 [2]; Occultism-13 [½]; Sacrifice-14 [2]; Seamanship/TL1-14 [½]; Shield-14 [2]; Short Staff-14 [8]; Spell Throwing (Stone Missile)-13 [1]; Stealth-12 [1]; Swimming-13 [1]; Teaching-13 [½]; Theology-14 [2]; Weather Sense-13 [½].

Languages

English-13 [½]; Arabic-13 [½]; Bilit (native)-15 [0]; Elvish-13 [½]; Latin-13 [½].

Spells* (1 point each, except where noted):

Beast Link-16; Beast Possession-16; Beast-Soothe-16; Beast Speech-16; Beast Summoning-16; Bless Plants-16; Body of Stone (VH)-15; Create Earth-16; Create Plant-16; Earth to Stone-16; Earth Vision-16; Earthquake-16; Entombment-16; Fish Control-16; Flesh to Stone-21 [10]; Forest Warning-16; Heal Plant-16; Hide Path-16; Identify Plant-16; Master-16; Mollusk Control-16; Persuasion-16; Plant Growth-16; Purify Water-16; Rider Within-16; Seek Earth-16; Seek Plant-16; Seek Water-16; Sense Emotion-16; Sense Foes-16; Sense Life-16; Shape Earth-16; Shape Plant-16; Shape Stone-16; Shapeshifting (Giant Eagle) (VH)-15; Stone Missile-16; Stone to Earth-16; Stone to Flesh-16; Tangle Growth-16; Walk Through Earth-16.

* Includes +3 for Power Investiture.

Equipment

Bone-reinforced leather armor (PD 2, DR 3); Chiron unguent; Fine short staff (cr 1d+1, cr 1d-1); Powerstone (ST 13 black opal, a gift from her friend C); Small shield (PD 2) with feather fringe (+1 PD for legs); Turquoise jewelry.

Description

IZAMAL IS A WARRIOR-PRIESTESS from Bilit Island, the mysterious and savage land that lies across the sea 300 miles to the east of Araterre. She worships the powerful and active gods of that land.

Izamal was ritually initiated into the priesthood at the age of 28.



During her initiation, she experienced visions of great snakes and sinister shadows, and was told by her goddess that she would have to travel to faraway lands to fulfill her destiny. None of the seers could tell Izamal what her destiny was, so she retreated to her hut to contemplate her next move.

As luck (or fate) would have it, a ship carrying Wazifi merchants bound for Mallory was blown off-course by a freak storm, and barely made landfall on the north shore of Bilit. After some frantic negotiations at spearpoint, the sailors managed to arrange a deal whereby they would trade weapons for repairs and food. When Izamal heard of the sailors, she decided it was a sign from the gods. She was on board their ship when they departed for Cardiel a month later.

The voyage went well at first. Izamal learned some Arabic, and her skill at fish and mollusk control proved useful for feeding the crew. When Cardiel was in sight, though, another storm (similar to the one that brought the ship to Bilit) dashed the ship against the barren, rocky shore north of Alimar. Izamal was the only survivor, and was pulled out of the water by a half-elven sorceress named "C." Fortunately, C spoke Arabic, and she and Izamal became fast friends.

Today, Izamal still travels with C and her companions, a band of demon hunters. She still hasn't discovered her destiny, but she believes that it may lie with these strange westerners. Perhaps she is fated to slay a great demon, perhaps even one that threatens her people . . .

Izamal is a powerful character, intended for use as an NPC in a 100-point *GURPS Fantasy* campaign, or as the model for a PC in a higher-powered game. Since Bilit Islanders are transplants from Earth's Toltec culture, Izamal could also fit into a *GURPS Aztecs* campaign with only a few changes. More radically, she could be from a mysterious "lost tribe" in a *Cliffhangers* or modern-day campaign with magic, and could be seeking her destiny in TL6 or TL7 North America!

Sifu Feng Tou

(100 points)

Age 50; 5'4", 100 lbs.; gray hair, black eyes, wrinkled face; a short, wizened man with a long beard.

ST 9 [-10], DX 11 [10], IQ 14 [45], HT 11/9 [10]

Basic Speed 5.5, Move 5.

Dodge 5.

Advantages: Literacy [10]; Longevity [5]; Magery 2 [25].

Disadvantages: Compulsive Gambling [-5]; Disciplines of Faith (Ritualism) [-5]; Greed [-15]; Odious Personal Habit (Babbling philosopher) [-5]; Reduced Hit Points -2 [-10].

Quirks: Never shaves beard; Poses as "venerable master" for kicks; Prefers Mah-Jongg to other games; Switches to Mandarin when discussing magic; Uses magic to cheat at gambling. [-5]

Skills (TL3 where applicable): Alchemy-13 [4]; Astrology-12 [1]; Fast-Talk-12 [½]; Gambling-12 [½]; Karate-11 [4]; Occultism-12 [½]; Philosophy (Taoist)-13 [2]; Physics-12 [1]; Physiology-11 [1]; Yin/Yang Healing-11 [½].

Languages: Cantonese (native)-14 [0]; Mandarin-14 [2].

Spells* (1 point each, except where noted): Body of Metal (VH)-13; Create Earth-14; Create Fire-14; Create Water-14; Divination (Botanomancy)-14; Divination (Geomancy)-15 [2]; Divination (I Ching)-14; Earth to Stone-14; Earth Vision-14; Earthquake-14; Extinguish Fire-14; Flesh to Stone-14; Heal Plant-14; History-14; Identify Metal-14; Identify Plant-14; Ignite Fire-14; Metal Vision-14; Plant Growth-14; Purify Water-14; Seek Earth-14; Seek Plant-14; Seek Water-14; Seeker-14; Shape Earth-14; Shape Fire-14; Shape Metal-14; Shape Stone-14; Shape Water-14; Stone to Earth-14; Stone to Flesh-14; Trace-14.

* Includes +2 for Magery.

SIFU FENG IS A Chinese sorcerer. He plays the part of an eccentric *Feng Shui* master. In reality, he's a confidence artist who travels from village to village, using his magic to cheat at Mah-Jongg. Naturally, he always plays for money. If anyone catches on, he'll switch to Mandarin and invoke dreadful curses, using a spell or two to add emphasis.



ELEMENTALIST

"Nature uses only the longest threads to weave her patterns, so that each small piece of her fabric reveals the organization of the entire tapestry."

— Richard P. Feynman

EARLY PHILOSOPHERS explained everything in terms of one or more sets of fundamental principles: female and male; *yin* and *yang*; animal, vegetable and mineral, etc. In Classical and medieval European belief, the dominant principles were the four *elements*: earth, water, air and fire. Asian philosophers preferred five: fire, wood, earth, metal and water. These elements figured prominently in magic, alchemy, divination and medicine, and in Europe were also associated with genii – or spirits – called "elementals."

An *elementalist* is a wizard who deals with the elements or elemental spirits. Traditionally, he is in turns a philosopher, diviner, spiritualist, healer and alchemist, an all-around wise man, skilled in natural philosophy, astrology and human physiology. The association between fundamental principles and life force means that he often knows the secrets of long life and good health: legendary elementalists are commonly portrayed as being downright ancient yet amazingly healthy and alert.

Since an elementalists work involves the "fundamental stuff of the universe," his magic is powerful. In a game where magic works, this means he has a good selection of spells from the Elemental colleges: Earth, Air, Fire and Water. For an Asian wizard, Plant spells (wood) and Metal spells (metal; see pp. G105-106) are treated as Elemental spells; see *GURPS China* and *Japan* for more information. Skilled elementalists will also know divination and weather-control spells.

One important subclass of elementalists is the wizard who focuses on just *one* element: the fire mage, water witch, etc. While not traditional at all (historical wizards sought to balance the elements, and saw the overabundance of an element as a cause of poor health) it is nonetheless an institution of fantasy fiction. The personality of such wizards usually reflects the element being focused upon: earth mages are stable and slow to change, water mages are adaptable but mercurial, air mages are flighty dreamers, and fire mages are ill-tempered and aggressive.

GM's running traditional campaigns where elemental forces dominate magic should consider using the *Magic Affinities as a Limiting Factor* rule (p. M109).

Design Notes

Attributes: Since our elementalists is a "wise man," we give him IQ 14. We choose ST 9 to reflect the fact that he's bookish and perhaps wizened, but buy HT up to 11 simulate the benefits of applied elementalism.

Advantages: We offer a choice between Magery 2 (the highest level required by any Elemental spell) or Magery 3 in a single Elemental college. Aside from Literacy, we also add Longevity for the same reason we raised HT.

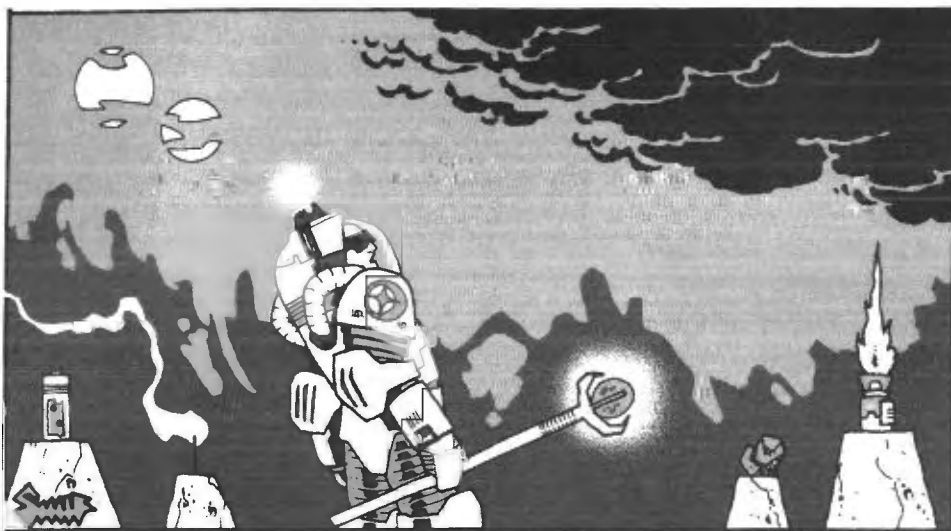
Disadvantages: To underline our wizard's slight build, we give him hit points to match his ST (Reduced Hit Points -2). To reflect his philosophy of balancing the elements in his life, we give him Disciplines of Faith. We also give him the Odious Personal Habit of lecturing about obscure elemental principles. One-college mages get disadvantages that reflect the influence of the elements on their personalities instead.

Primary Skills: Alchemy-13 and Philosophy-13 cover the practical and theoretical aspects of elementalism. A Classical or European wizard might choose Philosophy (Aristotelian), while an Asian one would have Philosophy (Buddhist) or (Taoist).

Secondary Skills: Some understanding of the heavens, spirits and natural law goes hand-in-hand with elementalism, so we add Astrology, Occultism and Physics at a slightly lower level (12).

Background Skills: We add Physiology-11 to cover theories that relate the elements to the vital organs, and Diagnosis-11 to help the elementalists use this information (Asian elementalists would learn Yin/Yang Healing instead).

Spells: This is simple for an elementalists! We choose a more-or-less equal number of spells from each of the four Elemental colleges for a Classical/European wizard, and from the *five* elements for an Asian one. We specialize heavily in spells from a single Elemental college for one-college mages. In all cases, we leave a few points unspent for customization.



Elementalist [100 points]

Attributes: ST 9 [-10], DX 10 [0], IQ 14 [45], HT 11 [10].

Advantages: Literacy [10], Longevity [5] and either Magery 2 [25] or One-College Magery 3 [22] in an Elemental college.

Disadvantages: Reduced Hit Points -2 [-10]. General elementalists take Disciplines of Faith (Ritualism) [-5] and Odious Personal Habit (Babbling philosopher) [-5], but earth wizards take Hidebound [-5] and Stubbornness [-5], air wizards take Short Attention Span [-10], fire wizards take Bad Temper [-10] and water wizards take Impulsiveness [-10] instead.

Primary Skills: Alchemy/TL3 (M/VH) IQ-1 [4]-13, Philosophy (varies) (M/H) IQ-1 [2]-13.

Secondary Skills: Astrology (M/H) IQ-2 [1]-12, Occultism (M/A) IQ-2 [½]-12, Physics/TL3 (M/H) IQ-2 [1]-12.

Background Skills: Diagnosis/TL3 (M/H) IQ-3 [½]-11 or Yin/Yang Healing (M/H) IQ-3 [½]-11, Physiology/TL3 (M/VH) IQ-3 [1]-11.

Spells:* There are several different options:

- **Asian Wizard (base spell level 14, 13 with VH):** The spells below, plus 4 points in other spells. One point was spent on each spell:

Earth [5]: Create Earth-14, Earth to Stone-14, Seek Earth-14, Shape Earth-14, Shape Stone-14.

Fire [4]: Create Fire-14, Extinguish Fire-14, Ignite Fire-14, Shape Fire-14.

Metal [4]: Body of Metal (VH)-13, Identify Metal-14, Metal Vision-14, Shape Metal-14.

Plant [4]: Heal Plant-14, Identify Plant-14, Plant Growth-14, Seek Plant-14.

Water [4]: Create Water-14, Purify Water-14, Seek Water-14, Shape Water-14.

GURPS Fantasy

Hydros of Mehan (100 points)

Age 22; 5'9", 145 lbs.; black hair, deep-blue eyes, pale skin; a slight youth with a rakish moustache and a gold earring.

ST 9 [-10], **DX** 12 [20], **IQ** 14 [45], **HT** 11/9 [10]

Basic Speed 5.75, Move 5.

Dodge 5.

Advantages: Literacy [10]; Longevity [5]; Water-Only Magery 3 [22].

Disadvantages: Code of Honor (Mercenaries') [-5]; Impulsiveness [-10]; Overconfidence [-10]; Pyrophobia (Mild) [-5]; Reduced Hit Points -2 [-10].

Quirks: Likes warm weather; Only drinks essential water.; Prefers naval warfare to land warfare; Tries difficult shots with his Missile spells; Wants his own ship. [-5]

Skills (TL3 where applicable): Boating-12 [2]; Buckler-12 [1]; Occultism-12 [½]; Physics-12 [1]; Seamanship-13 [½]; Shortsword-12 [2]; Spell Throwing (Ice Dagger)-14 [4]; Spell Throwing (Ice Sphere)-12 [1]; Survival (Island/Beach)-13 [1]; Swimming-12 [1]; Tactics (Naval)-13 [2].

Languages: Anglish (native)-14 [0]; Latin-13 [1].

Spells* (1 point each): Body of Water-15; Control Water Elemental-15; Create Water-15; Create Water Elemental-15; Dehydrate-15; Destroy Water-15; Essential Water-15; Fog-15; Freeze-15; Frost-15; Frostbite-15; Ice Dagger-15; Ice Slick-15; Ice Sphere-15; Ice Vision-15; Icy Weapon-15; Melt Ice-15; Purify Water-15; Seek Water-15; Shape Water-15; Snow Shoes-15; Summon Water Elemental-15; Umbrella-15; Walk on Water-15; Water Jet-15; Water Vision-15.

* Includes +3 for Magery.

Equipment: Cutlass; Gold earring; Leather armor (PD 2, DR 3); Powerstone (ST 2); Purse of silver (\$25).

ALEXANDER "HYDROS" CHANDLER hails from the lake port of Mehan. With a strong natural talent for water magic, his parents sent him to the Mages' Guild for training. His adventurous streak soon got the better of him, however, and he cut his studies short, fled town and joined the crew of a hired escort vessel sailing out of the ocean port of Dekamera. He presently serves as ship's wizard, but this does not interest him half as much as combat: Hydros trains with the cutlass and enjoys sniping at the enemy with his Ice Dagger spell. One day he hopes to master his own ship and go into business as a pirate hunter for the emperor!



Ceredyn the Wise (100 points)

Age 40; 5'6", 125 lbs.; graying hair, green eyes; a smiling, matronly woman in gray, her pockets stuffed with herbs.

ST 9 [-10]; DX 10 [0], IQ 14 [45], HT 11/9 [10]

Basic Speed 5.25, Move 5.

Dodge 5.

Advantages: Literacy [10]; Longevity [5]; Magery 3 [35].

Disadvantages: Charitable [-15]; Disciplines of Faith (Ritualism) [-5]; Odious Personal Habit (Babbling philosopher) [-5]; Reduced Hit Points -2 [-10]; Sense of Duty (Her village) [-5].

Quirks: Always wears gray; Attaches mystical significance to everything; Cheerful; Leans toward pacifism; Regards her magic as a divine gift. [-5]

Skills (TL3 where applicable): Astrology-12 [1]; Diagnosis-12 [1]; Herbarry-13 [4]; Occultism-12 [½]; Physician-12 [1]; Physiology-12 [2]; Theology (Druidic)-13 [2]; Weather Sense-12 [½].

Languages: English (native)-14 [0].

Spells* (1 point each): Breathe Water-15; Clouds-15; Cold-15; Create Air-15; Create Fire-15; Create Water-15; Destroy Water-15; Earth to Air-15; Earth to Stone-15; Earth Vision-15; Essential Water-15; Extinguish Fire-15; Find Weakness-15; Heat-15; Ignite Fire-15; Lend Healing-15; Lend Strength-15; Minor Healing-15; Predict Weather-15; Purify Air-15; Purify Water-15; Rain-15; Recover Strength-15; Rejoin-15; Repair-15; Resist Cold-15; Resist Fire-15; Restore-15; Seek Earth-15; Seek Water-15; Shape Air-15; Shape Earth-15; Shape Fire-15; Shape Water-15; Stone to Earth-15; Umbrella-15; Water Vision-15; Weaken-15.

* Includes +3 for Magery.

Equipment: Assorted amulets and charms; Chiron elixirs (5); Gray clothing; Herbs and bandages (equivalent to "doctor's black bag").

CEREDYN is a village wizard. Trained in the "old ways," and supposedly gifted by the "old gods," she is the healer, herbalist, rain-maker and general wise woman of her village, using her powers freely to aid anyone who asks. While she isn't a diviner, that's never stopped her from making predictions – and she usually gets the weather right, at least. Ceredyn is not inclined to use her spells for harm; while not a pacifist, she feels that magic can never do good when used for harm, even in the name of a good cause.

- *Classical/European Wizard (base spell level 14, 13 with VH):* The spells below, plus 5 points in other spells. One point was spent on each spell:

Earth [5]: Earth to Air-14, Earth to Stone-14, Seek Earth-14, Shape Earth-14, Stone to Earth-14.

Air [5]: Breathe Water-14, Create Air-14, Predict Weather-14, Purify Air-14, Shape Air-14.

Fire [5]: Cold-14, Create Fire-14, Heat-14, Ignite Fire-14, Shape Fire-14.

Water [5]: Create Water-14, Destroy Water-14, Purify Water-14, Seek Water-14, Shape Water-14.

- *One-College Mage (base spell level 15, 14 with VH):* Choose one of the four spell lists below to match Magery. One point was spent on each spell:

Earth [28]: Body of Stone (VH)-14, Control Earth Elemental-15, Create Earth-15, Create Earth Elemental-15, Earth to Stone-15, Earth Vision-15, Earthquake-15, Entombment-15, Flesh to Stone-15, Sand Jet-15, Seek Earth-15, Shape Earth-15, Shape Stone-15, Stone Missile-15, Stone to Earth-15, Stone to Flesh-15, Summon Earth Elemental-15, Walk Through Earth-15, plus 10 points distributed among those spells.

Air [28]: Air Jet-15, Body of Air-15, Control Air Elemental-15, Create Air-15, Create Air Elemental-15, Destroy Air-15, Lightning-15, No-Smell-15, Odor-15, Predict Weather-15, Purify Air-15, Shape Air-15, Stench-15, Summon Air Elemental-15, Walk on Air-15, Whirlwind-15, Windstorm-15, plus 11 points distributed among those spells.

Fire [28]: Breathe Fire (VH)-14, Cold-15, Control Fire Elemental-15, Create Fire-15, Create Fire Elemental-15, Essential Flame-15, Explosive Fireball-15, Extinguish Fire-15, Fireball-15, Fireproof-15, Flame Jet-15, Flaming Missiles-15, Flaming Weapon-15, Heat-15, Ignite Fire-15, Phantom Flame-15, Resist Cold-15, Resist Fire-15, Shape Fire-15, Summon Fire Elemental-15, plus 8 points distributed among those spells.

Water [28]: Body of Water-15, Control Water Elemental-15, Create Water-15, Create Water Elemental-15, Dehydrate-15, Destroy Water-15, Essential Water-15, Fog-15, Freeze-15, Frost-15, Frostbite-15, Ice Dagger-15, Ice Slick-15, Ice Sphere-15, Ice Vision-15, Icy Weapon-15, Melt Ice-15, Purify Water-15, Seek Water-15, Shape Water-15, Snow Shoes-15, Summon Water Elemental-15, Umbrella-15, Walk on Water-15, Water Jet-15, Water Vision-15, plus 2 points distributed among those spells.

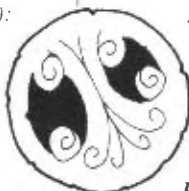
* Spells include +2 or +3 for Magery.

Customization Notes

- Consider learning Divination spells. These will be relatively easy to learn, since most of them have Elemental spells as prerequisites.
- Earth spells cost a lot of energy. If you plan to play an earth wizard, be sure to buy a Powerstone.
- If you choose Jet or Missile spells, also consider spending a few points on Magic Jet or Spell Throwing skill.
- Many Elemental spells are useful in combat. A "battle wizard" could buy DX and Combat/Weapon skills, but even a low-DX wizard can be frightening in combat. A large-area Create Fire spell is just like a traditional fantasy "fireball," while Shape Earth can bury foes alive . . .

Using This Character

The elementalists is a versatile PC for a 100-point campaign since his spells are among the most powerful. With another 25 points in quirks and disadvantages, and several points in unspecified spells, there's plenty of room for customization.



Kaori Hachisuka

(300 points)

Age 30 (apparent)/85 (actual); 5'7", 120 lbs.; tall, attractive Japanese woman whose eyes betray experiences beyond her years.

ST: 9 [-10] **IQ:** 16 [80] **Speed:** 6.00

DX: 12 [20] **HT:** 12 [20] **Move:** 6

Dodge: 6

Advantages

Ally Group (20 100-point ninja, 9 or less) [30]; Attractive [5]; Magery 2 [25]; Unaging [15]; Very Wealthy [30].

Disadvantages

Disciplines of Faith (Ritualism) [-5]; Greed [-15]; Secret (Criminal mastermind who practices black magic!) [-20].

Quirks

Claims that all her wealth is inherited; Collects statues; Considers execution too good for her rivals – uses magic to make them disappear instead; Hates tall buildings; Never goes in person if she could send a flunky. [-5]

Skills

Accounting-16 [4]; Administration-16 [2]; Alchemy/TL7-15 [4]; Astrology-14 [1]; Carousing-12 [2]; Computer Operation/TL7-15 [½]; Dancing-12 [2]; Diplomacy-15 [2]; Driving/TL7 (Car)-12 [2]; Economics-15 [2]; Fast-Talk-18 [6]; Guns/TL7 (Pistol)-14† [1]; Interrogation-15 [1]; Intimidation-16 [2]; Law-15 [2]; Leadership-16 [2]; Occultism-15 [1]; Philosophy (Shinto)-15 [2]; Poisons-14 [1]; Politics-15 [1]; Streetwise-18 [6]; Yin/Yang Healing-13 [½].

† Includes +2 for IQ.

Languages

English-16 [2]; Japanese (native)-16 [0].

Spells* (1 point each except where noted):

Animate Plant-16; Body of Metal (VH)-15; Create Earth-16; Create Fire-16; Create Water-16; Dehydrate-21 [10]; Destroy Water-16; Earth to Stone-16; Earth Vision-16; Earthquake-16; Entombment-21 [10]; Essential Flame-16; Extinguish Fire-16; Fireproof-16; Flame Jet-16; Flesh to Stone-21 [10]; Freeze-16; Frost-16; Frostbite-21 [10]; Heal Plant-16; Hide Path-16; Identify Metal-16; Identify Plant-16; Ignite Fire-16; Metal Vision-16; Plant Growth-16; Purify Water-16; Seek Earth-16; Seek Plant-16; Seek Water-16; Shape Earth-16; Shape Fire-16; Shape Metal-20 [8]; Shape Plant-16; Shape Stone-16; Shape Water-16; Tangle Growth-16; Walk Through Earth-16.

* Includes +2 for Magery.

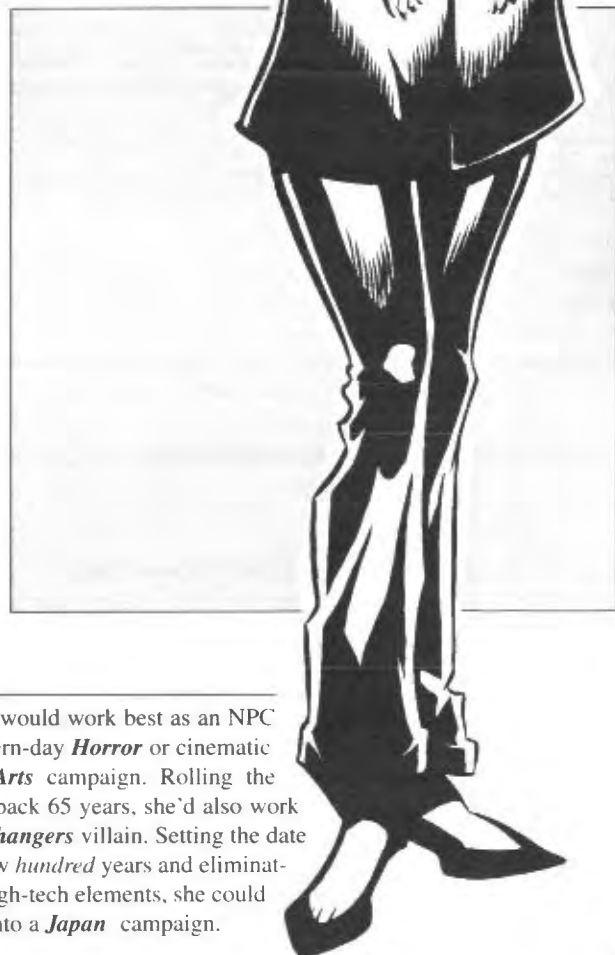
Description

KAORI WAS BORN IN Kyoto in 1912, the daughter of a wealthy samurai family – or so she thought. She lived the life expected of her until 1930, when she found scrolls beneath a loose floorboard that indicated her family was actually descended from ninja: her great, great grandfather had killed Hachisuka-san back in 1840 and replaced him in an obscure political move. The truth had never been revealed.

The night of her discovery, Kaori was visited by the spirit of her great, great grandfather and ordered to follow the path of her ancestors. She was directed to a moss-encrusted shrine, where she found sorcerous writings, and she began to study magic in her spare time. As she learned the ways

of elemental magic, her aging slowed. She's not really sure when it stopped altogether, but she feels it was probably that dark night in 1945 when her father was killed in World War II. She vowed to extract ven-geance for her father's death – an honorable goal – but power corrupted her and she eventually slipped into the criminal underworld.

Today, Kaori poses as a young, successful businesswoman with an active social life. In reality, she is the mastermind behind an international criminal empire responsible for theft, extortion and murder, and uses magic to silence anyone who learns the truth. She is not a warrior, and leaves the fighting to her high-tech "ninja." If cornered, she will use her magic (probably the Dehydrate spell, as few coroners suspect homicide when death is attributed to acute dehydration).



Kaori would work best as an NPC in a modern-day **Horror** or cinematic **Martial Arts** campaign. Rolling the calendar back 65 years, she'd also work as a **Cliffhangers** villain. Setting the date back a few *hundred* years and eliminating the high-tech elements, she could even fit into a **Japan** campaign.

Guildmaster Laxus (200 points)

Age 56; 5'5", 125 lbs.; white hair, gray eyes, wrinkled skin; small, shambling man in Enchanters' Guild livery.

ST 9 [-10], DX 9 [-10], IQ 16 [80], HT 11 [10]

Basic Speed 5.00, Move 5.
Dodge 5.

Advantages: Extra Fatigue 3 [9]; Literacy [10]; Longevity [5]; Magery 3 [35]; Patron (Enchanters' Guild, 9 or less) [15]; Status 4 (inc. +1 for Wealth) [15]; Very Wealthy [30].

Disadvantages: Duty (To Enchanters' Guild, 15 or less, not dangerous) [-10]; Extravagance [-10]; Greed [-15]; Workaholic [-5].

Quirks: Collects old books that he never has the time to read; Has a weakness for young women; Leaves minor magic items all over the place; Loves blackberry cordial; Terrible housekeeper. [-5]

Skills (TL3 where applicable): Accounting-13 [½]; Alchemy-12 [½]; Bard-14 [½]; Economics-14 [1]; Leadership-14 [½]; Merchant-16 [2]; Occultism-14 [½]; Politics-14 [½]; Research-14 [½]; Rune-Lore (Dwarvish)-12 [½]; Teaching-14 [½]; Thaumatology-16* [1]; Writing-14 [½].

Languages: English (native)-16 [0].

Spells* (1 point each, except where noted): Air-Golem-17; Analyze Magic-17; Apportation-17; Colors-17; Conceal Magic-17; Copy-17; Deflect-17; Delay-17; Detect Magic-17; Dye-17; Enchant (VH)-20 [12]; Fortify-17; Identify Spell-17; Ignite Fire-17; Lend Strength-17; Light-17; Limit-17; Link-17; Magelock-17; Magic Resistance-17; Name-17; Power-17; Powerstone-17; Purify Air-17; Recover Strength-17; Remove Enchantment-17; Restore-17; Scribe-17; Scroll-17; Scryguard-17; Seek Earth-17; Seek Water-17; Share Strength-17; Simple Illusion-17; Staff-17; Voices-17.

* Includes +3 for Magery.

THE WORD THAT BEST describes Laxus is *indefatigable*. He's a dynamic Guild mage who joined the ranks of the masters at age 46, rising to power not on the basis of research or extensive magical knowledge, but by pushing for the mass-production of cheap, useful magic items. This was the right decision at the right time: it brought in great deal of gold for the Guild, and Laxus was elevated to master for his business sense. Laxus works hard, but finds the time to enjoy fine drink and the company of young ladies, and adds rare volumes to his library regularly.

ENCHANTER

"Oh! My name is John Wellington Wells,
I'm a dealer in magic and spells."

— Gilbert & Sullivan's "The Sorcerer"

AN ENCHANTER specializes in making magic items: things like the *aegis* of Greek myth, King Arthur's Excalibur and perhaps even the "car that runs on water" of modern-day tabloids! Many such items are rumored to have been created by gods (Hephaestus, or Vulcan, certainly made more than his share), while others are attributed to semi-divine beings like titans and the faerie. Still, mortal wizards are said to have created at least a few of these items, and are the prototypical enchanters.

Magic items are far more common in fantasy than in myth or legend. Fantasy enchanters tend to band together, mass-producing magic items and regulating their price and availability as if they were a mundane commodity. As a result, enchanters are as likely to be businessmen as academics, are usually involved with guilds or corporations, and are almost always connected to money and power. This is definitely the case in *GURPS*, where the enchantment rules (pp. M17-22) require the cooperation of many wizards to produce any but the most trivial of items, and where the expense and effort of enchanting can really only be justified by high retail prices.

It takes a unique individual to be an enchanter, one who is fit enough to withstand day after day of magical fatigue, talented enough not just to learn but to *master* the necessary spells, versatile enough to produce a broad spectrum of items, and savvy enough to be able to sell them at a profit. Being an enchanter isn't just a job, it's an elite profession and a lifelong career. While other wizards occasionally work outside their speciality and even try their hand at enchanting, enchanters generally don't have the time to dabble; they pick a few specialties and become very, very good at them.

Design Notes

Attributes: Enchanters must have skill 15+ with Enchant and any spell they plan to use with it (p. M17), so we choose IQ 14 (and Magery 3) to give this level for 1 point. Since enchanting is a rather nonathletic profession, we select ST 9.

Advantages: Magery 3 is required for any wizard who plans to delve this deeply into magic. Literacy is needed too, if only for the Scroll spell. We also allocate points for advantages that will let the enchanter cope with fatigue (Extra Fatigue, Fit), give him mental focus (Single-Minded, Versatile) or reflect his social position (Ally Group, Contacts, Patron, Reputation, Status, Wealth).

Disadvantages: Enchanters are often old or eccentric, so Absent-Mindedness, Age, Bad Sight, Hard of Hearing and Klutz are all suitable. In addition, guild enchanters may have a Duty, and those who are in it for the money will probably have one or more of Extravagance, Greed, Miserliness and Workaholic. Finally, we offer "noncombatant" disadvantages (Combat Paralysis, Low Pain Threshold, Post-Combat Shakes) to explain why a powerful mage would choose a relatively "boring" profession like enchanting.

Primary Skills: We choose level 14 with both Merchant (to take care of business) and Thaumatology (for research into new spells and variant magic items).

Secondary Skills: To reflect vital business acumen, we add Accounting and Economics. Points in Occultism, Research, Teaching and Writing reflect skills learned as an apprentice.

Background Skills: Most enchanters have at least a basic understanding of alchemical (pp. M98-102) and runic (pp. M90-93) magic items, so we add low levels of Alchemy and Rune-Lore.





Spells: The Enchant spell and a wide variety of prerequisites are vital. Powerstone, Scroll and Staff allow basic “meat and potatoes” items to be made, while Conceal Magic, Link, Magic Resistance and Scryguard can all be used to add extra features to any magic item. We also include Share Strength and Recover Strength to aid with Quick and Dirty enchantments. Since magic-item analysis is a common sideline for enchanters, we add Analyze Magic as well.

Enchanter [100 points]

Attributes: ST 9 [-10], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Literacy [10], Magery 3 [35] and a total of 20 points in Ally Group (Apprentices or circle), Contacts (Business), Extra Fatigue [3/level], Fit [5], Patron (Enchanters’ Guild, 6 or less) [8] or (9 or less) [15], Reputation, Single-Minded [5], Status [5/level], Versatile [5] and Wealth.

Disadvantages: A net -30 points selected from among Absent-Mindedness [-15], Age [-3/level], Bad Sight [-10 or -25], Combat Paralysis [-15], Duty (Non-hazardous) [-5 or -10], Extravagance [-10], Greed [-15], Hard of Hearing [-10], Klutz [-5], Low Pain Threshold [-10], Miserliness [-10], Post-Combat Shakes [-5] and Workaholic [-5].

Primary Skills: Merchant (M/A) IQ [2]-14, Thaumatology* (M/VH) IQ [1]-14.

Secondary Skills: Accounting (M/H) IQ-2 [1]-12, Economics (M/H) IQ-2 [1]-12 and 2 points distributed among Occultism, Research, Teaching and Writing (all M/A).

Background Skills: Alchemy/TL3 (M/VH) IQ-4 [½]-10, Rune-Lore (M/VH) IQ-4 [½]-10.

Spells* (base spell level 15, 14 with VH): Except where noted, one point was spent on each of the following spells:

Enchantment [5]: Enchant (VH)-15 [2], Powerstone-15, Scroll-15, Staff-15.

Healing [3]: Lend Strength-15, Recover Strength-15, Share Strength-15.

Knowledge [3]: Analyze Magic-15, Detect Magic-15, Identify Spell-15.

Meta-Spells [5]: Conceal Magic-15, Delay-15, Link-15, Magic Resistance-15, Scryguard-15.

Plus any six of:

Air [1]: Purify Air-15.

Body Control [1]: One of Climbing-15, Curse Missile-15, Itch-15, Fatigue-15 or Might-15.

GURPS IOU

Mary-Ellen Carter (175 points)

Age 23; 5’7”, 127 lbs.; red hair, green eyes; a young woman with bobbed hair, little round glasses and pierced navel.

ST 9 [-10], **DX** 12 [20], **IQ** 15 [60], **HT** 10 [0]

Basic Speed 5.50, Move 5.

Dodge 5.

Advantages: Honor Student [3]; Magery 3 [35]; Patron (Stan, 9 or less) [20]; Single-Minded [5]; Status 1 (free, from Wealth) [0]; Strong Will +4 [16]; Versatile [5]; Wealthy [20].

Disadvantages: Academic Status -1 (Undergraduate) [-5]; Bad Sight (Nearsighted; correctable) [-10]; Curious [-5]; Duty (To professors, 12 or less, not *usually* hazardous) [-5]; Greed [-15].

Quirks: Adds an Elder rune to her signature on checks; Cleans her glasses on her shirttail; Doesn’t drink alcohol; Has naively romantic notions about grad school; Reacts poorly to fiddle music. [-5]

Skills (TL7 where applicable): Accounting-13 [1]; Alchemy-12 [1]; Area Knowledge (IOU)-15 [1]; Driving (Automobile)-11 [1]; Economics-13 [1]; Merchant-15 [2]; Occultism-14 [1]; Research-14 [1]; Rune-Lore (Elder Symbols)-12 [1]; Scuba-14 [1]; Survival (IOU)-14 [1]; Swimming-12 [1]; Thaumatology-16* [2]; Weird Magic-15 [8]; Writing-14 [1].

Languages: English (native)-15 [0].

Spells* (1 point each, except where noted): Analyze Magic-16; Conceal Magic-16; Death Vision-16; Delay-16; Detect Magic-16; Enchant (VH)-16 [2]; Foolishness-16; Identify Spell-16; Lend Strength-16; Link-16; Magic Resistance-16; Might-16; Powerstone-16; Recover Strength-16; Scroll-16; Scryguard-16; Sense Foes-16; Share Strength-16; Shield-16; Simple Illusion-16; Staff-16.

* Includes +3 for Magery.

MARY-ELLEN IS AN Enchantment senior at IOU, and the daughter of a wealthy Illumnus. She lives off-campus in a house that some people believe is haunted. It is, if you’d call “Stan” a ghost. Stan is Mary’s fiddle-playing, whisky-drinking demon mentor. He means well, and he’s a great magic tutor, but most people can only take him in small doses. Luckily, he seems to be afraid of the ocean, so Mary has taken up scuba diving to get a little peace and quiet once in a while. Mary specializes in improvised enchantments, but hopes to do grad studies in necromancy. Given her determination and Stan’s encouragement, she likely will, although the realities of grad work may prove to be a soul-jarring experience for her.

"Steampunk"

Claire Dassault-Breguet (125 points)

Age 49; 5'3", 107 lbs.; gray-streaked brown hair, brown eyes; tiny woman with her hair falling crazily to her shoulders.

ST 9 [-10], DX 10 [0], IQ 15 [60], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Magery 3 [35]; Status 2 (inc. +1 from Wealth) [5]; Wealthy [20].

Disadvantages: Absent-Mindedness [-15]; Hard of Hearing [-10]; Obsession (Developing a flying Golem) [-5]; Overconfidence [-10].

Quirks: Calls all young men "mon fils"; Fascinated by birds and flying insects; Gives orders that she forgets 5 minutes later; Patriotic; Personifies all of her creations. [-5]

Skills (TL5 where applicable): Administration-13 [½]; Alchemy-13 [2]; Engineer (Clockwork)-13 [1]; Mathematics-13 [1]; Mechanic (Clockwork)-13 [½]; Metallurgy-14 [2]; Occultism (specialized in golems)-18/(general)-12 [½]; Physics-13 [1]; Professional Skill (Machinist)-14 [1]; Research-13 [½]; Rune-Lore (Kabbalistic)-13 [2]; Thaumatology-15* [1]; Zoology-13 [1].

Languages: English-13 [½]; French (native)-15 [0]; Hebrew-13 [½].

Spells* (1 point each, except where noted): Analyze Magic-16; Animation (VH)-15; Apportation-16; Conceal Magic-16; Death Vision-16; Delay-16; Detect Magic-16; Enchant (VH)-18 [8]; Flight (VH)-15; Golem (VH)-18 [8]; Identify Spell-16; Ignite Fire-16; Keen Eyes-16; Lend Health-16; Lend Strength-16; Levitation-16; Link-16; Magic Resistance-16; Major Healing (VH)-15; Minor Healing-16; Powerstone-16; Purify Air-16; Recover Strength-16; Restoration (VH)-15; Scroll-16; Scryguard-16; Seek Earth-16; Shape Earth-16; Share Strength-16; Staff-16; Summon Spirit-16.

* Includes +3 for Magery.

ONE OF FRANCE'S foremost authorities on golems, Claire is the driving force behind Automates Dassault-Breguet. Leaving the books to the accountants and their difference engines, she concentrates on creating new golem designs. Some of these are bought by the wealthy as toys; others are purchased by the government as military designs. Claire's "holy grail" is a golem that flies with wings, like a bird or dragon, a vision she calls her "mirage." Though eccentric, she is a prominent and beloved citizen of the republic, and most people think that she'll eventually succeed, making France the world's premier air power.

Communication and Empathy [1]: Either Sense Foes-15 or Sense Life-15.

Earth [1]: Seek Earth-15.

Fire [1]: Ignite Fire-15.

Food [1]: Either Seek Food-15 or Test Food-15.

Illusion and Creation [1]: Simple Illusion-15.

Light and Darkness [1]: Light-15.

Mind Control [1]: One of Foolishness-15, Keen Ears-15, Keen Eyes-15 or Keen Nose-15.

Movement [1]: Either Apportation-15 or Haste-15.

Necromantic [1]: Death Vision-15.

Plant [1]: Seek Plant-15.

Protection and Warning [1]: Either Magelock-15 or Shield-15.

Sound [1]: Sound-15.

Water [1]: Seek Water-15.

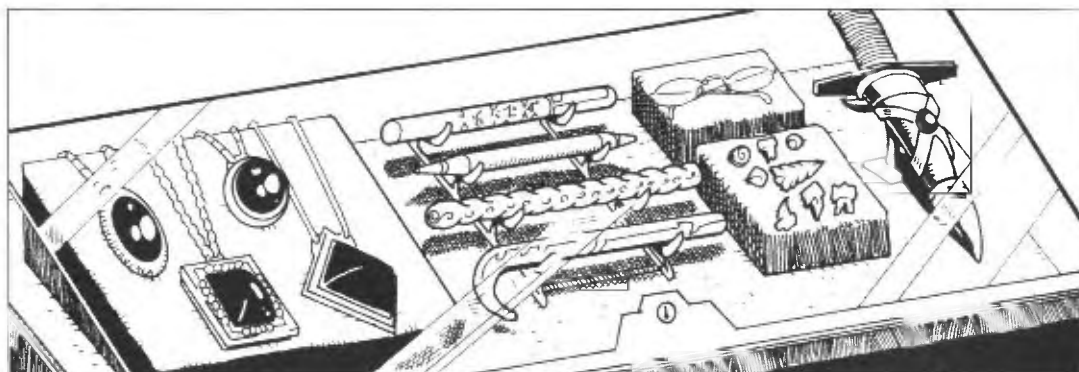
* Spells and Thaumatology skill include +3 for Magery.

Customization Notes

- Adventuring enchanters should consider trading points for magic items (p. C117). The GM may wish to let these points count double *for items that the character could have enchanted himself*.
- Choose your spell options, above, so that they follow a logical pattern, or so that you end up with the prerequisites for other spells that you wish to learn.
- Most of the points gained from quirks and additional disadvantages should be spent on spells: either a high level with Enchant and one other spell, or *lots* of spells, the more saleable, the better!
- Remember, you're only as good as your Enchant spell, since you roll against the lower of Enchant and the enchantment being cast (p. M42). Older enchanters will often have very high levels of Enchant, and level 20+ is *required* in low-mana worlds.
- Some enchanters can fabricate the physical objects that they enchant, and have Craft skills like Armoury, Jeweler, Leatherworking, Weaving or Woodworking. Artistic skills are often used to make items more attractive so that they will fetch higher prices.

Using This Character

This template is suitable for PCs a 100-point campaign, but only if the GM is willing to let them have both the ability to create magic items and long breaks between adventures. Players contemplating this option should go to pp. M17-22 and read the rules for enchanting, then read the Enchantment spells on pp. M42-47. These rules are fairly complex, and not for those who are unfamiliar with the magic system. Note that enchanters are *not* all that much fun to play in fast-paced campaigns!



Dorothea

(95 points)

Age 18; 5'4", 111 lbs.; scrawny young woman with sandy hair, wearing scuffed leather armor and carrying a rune carved stick and a buckler.

ST: 8 [-15] **IQ:** 14 [45] **Speed:** 5.50
DX: 11 [10] **HT:** 11 [10] **Move:** 4
Dodge: 4 **Parry:** 6

Advantages

Extra Fatigue 4 [12]; Literacy [10]; Magery 3 [35].

Disadvantages

Combat Paralysis [-15]; Impulsiveness [-10]; Struggling Wealth [-10]; Stubbornness [-5].

Quirks

Answers "adventurer" when asked her profession; Keeps her spell list a secret; Likes elves; Really dislikes being called an apprentice; Wants to see the world. [-5]

Skills

Accounting-11 [½]; Alchemy/TL3-10 [½]; Buckler-11 [1]; Economics-11 [½] Merchant-12 [½]; Occultism-13 [1]; Research-13 [1]; Rune-Lore (Elvish)-10 [½]; Short Staff-10 [2]; Speed-Reading-13 [1]; Thaumatology-14* [1]; Writing-13 [1].

Languages

English (native)-14 [0]; Elvish-12 [½].

Spells* (1 point each, except where noted):

Analyze Magic-15; Conceal Magic-15; Delay-15; Detect Magic-15; Enchant (VH)-15 [2]; Haste-15; Identify Spell-15; Lend Strength-15; Link-15; Magic Resistance-15; Powerstone-15; Recover Strength-15; Scroll-15; Scryguard-15; Seek Food-15; Seek Plant-15; Seek Water-15; Sense Life-15; Share Strength-15; Shield-15; Staff-15.

* Includes +3 for Magery.

Equipment

Buckler (PD 1); Leather armor (PD 2, DR 2); Powerstones (4× ST 2); Purse of silver (\$135); Short staff enchanted with Staff spell (cr 1d-1, cr 1d-2).

Description

DOROTHEA (don't call her "Dorothy") learned magic at a small school in Alimar. She did not go through the guild system and has never been an apprentice. She makes this abundantly clear to anyone who cares to ask, and reacts poorly to those who assume that she's someone's apprentice.

During her studies, Dorothea took the time to visit the local Elves and learn a little of their language. She also heard tales of amazing sights in faraway lands, and vowed to see them for herself when she finally completed her training as an enchanter. Recognizing her potential, her instructors strongly urged her to enter the Enchanters' Guild and learn advanced spells, but her mind was made up. On graduation day, she accepted her certificate, collected the powerstones and rune-wand she had made during her studies, and walked out into the world.

Out on her own, Dorothea soon learned several things. She discovered that despite her fire and determination, she tended to freeze up when confronted with physical danger. She also found out that despite having held her own in the wand-and-buckler drills at school, she wasn't really all that



great a fighter. Luckily for her, she found this out in a relatively tame bar-room brawl that was quickly broken up by guardsmen. After that incident, she tried to be more cautious in such circumstances, and sought out and found a group of like-minded young people to adventure with (which happened to include a young, handsome swordsman).

Dorothea's companions find her snap judgments – and pig-headed willingness to defend them – a tad on the annoying side, but there is no denying that she is an asset to the team. With her skill at magic, seemingly bottomless reserves of energy and ample stock of powerstones, even her relatively minor spells can be effective. While Dorothea is more a liability than an asset in combat, her Haste, Magic Resistance and Shield spells have been decisive on many occasions. The group has also learned that it is handy to have a wizard around to analyze magic items and identify magical traps.

As for Dorothea, she's found that she has a great deal in common with the group's other wizard, Bonnie, and the two are now teaching each other spells.

Dorothea would work well as a starting PC in a 100-point fantasy campaign that focuses on discovery and mystery as opposed to violence. If used this way, note that she's worth 95 points because she traded 5 points for magical equipment. She would also be a suitable NPC Ally (possibly an apprentice) for a more powerful PC, and 100 points down the road, she has the potential to be a powerful sorceress herself.

Deanna

(100 points)

Age 31; 5'3", 120 lbs.; red hair, brown eyes, fair skin; pretty young woman in simple clothing.

ST 9 [-10], DX 10 [0], IQ 15 [60], HT 12 [20]

Basic Speed 5.5, Move 5.

Dodge 5.

Advantages: Attractive [5]; Extra Fatigue 2 [6]; Less Sleep 2 [6]; Power Investiture 2 [20]; Reputation +2 (Within 10 miles) [3].

Disadvantages: Honesty [-10]; Pacifism (Total nonviolence) [-30].

Quirks: Always runs late, socializing; Enjoys teaching; Experiments with different herbal teas; Friendly; Goes barefoot. [-5]



Skills (TL2 where applicable): Agronomy-14 [1]; Area Knowledge (Village)-15 [1]; Botany-13 [1]; Cooking-14 [½]; Diagnosis-14 [2]; Diplomacy-12 [½]; First Aid-14 [0]; Herbarry-13 [2]; Naturalist-12 [½]; Occultism-13 [½]; Physician-14 [2]; Physiology-12 [1]; Surgery-12 [1]; Teaching-13 [½]; Theology-12 [½].

Languages: Northland (native)-15 [0].

Spells* (1 point each, except where noted): Awaken-15; Cure Disease-15; Daze-15; Decay-15; Foolishness-15; Lend Health-15; Lend Strength-15; Major Healing (VH)-15 [2]; Minor Healing-15; Neutralize Poison-15; Peaceful Sleep-15; Recover Strength-15; Regeneration (VH)-14; Restoration (VH)-14; Silence-15; Sleep-15; Sound-15; Sterilize-15; Suspended Animation-15; Test Food-15.

* Includes +2 for Power Investiture.

DEANNA, GIFTED BY THE goddess Eardra, is a one of the most skilled healers in the area. She has earned the respect and support of her community, and most people would describe her as friendly and caring. When she has differences with people, she takes the time to explain why. She will not involve herself in violent situations, but will patch up the survivors impartially. Deanna is usually hard to track down: she spends the morning in her herb garden, most of the day making house calls and is often called out in the evening to act as a midwife.

HEALER

"Health is the vital principle of bliss . . ."

— James Thomson

AN ESSENTIAL wizardly role is that of the *healer*. While healing spells are a useful addition to any wizard's repertoire (especially an adventuring wizard!), the healer doesn't just patch up wounds. The term "healer" is traditional not just for those who cure the sick, set bones and sew up the wounded, but also for those who deal with perfectly healthy people, practicing preventative medicine, midwifery and personal counseling. In some worlds, healers may even serve as physical trainers or dieticians!

The wizardly healer is usually skilled in the mundane healing arts as well as magic. Spells work better when you know when and where to cast them, and it's often the case that a healer has to keep working long after he's run out of magical energy. Indeed, long hours are part of the healer's lot in life, along with exposure to disease and the grief of occasionally losing a patient; therefore, a healer needs to have a great deal of physical and mental stamina to succeed at his profession, and most healers are truly exceptional in this regard.

A common subclass of healer is the *priestly* healer. While spell-casting clerics know many kinds of spells, and only those who serve benevolent, interventionist gods are liable to be healers, "priest" is almost synonymous with "healer" in fantasy. This probably stems from the fact that early medicine required the peace and quiet of a temple, the financial and social support of an organized faith and the dedication of cloistered holy folk to succeed. The notion of the priestly healer may even date back to the worship of early fertility goddesses. Such deities represented life and therefore healing, and their "clergy" (if they existed at all) were almost certainly midwives and healers.

A Note on Magic Ingredients: More so than other wizards, healers tend to require magic ingredients (p. M9) for their spells; fictional healers always seem to ply their craft using herbs, roots and berries. To set healers apart, the GM may wish to require magical ingredients for healing spells, even if they are essentially being ignored for all other kinds of magic. The healing herbs discussed on pp. CII168-171 would be a good starting place for GMs interested in taking this route.

Design Notes

Attributes: Healers are almost always wise, and often educated professionals, like the modern medical doctor, so we choose an exceptionally high IQ of 15.

Advantages: Either Magery 2 or Power Investiture 2 will give access to the majority of Healing spells and result in a base spell level of 15. We decide *not* to make Literacy automatic, since many healers are simple folk. We offer a choice of advantages that cover the physical stamina (Disease-Resistant, Extra Fatigue, Fit/Very Fit, Immunity to Disease, Less Sleep, Longevity, Rapid Healing) and mental fortitude (Strong Will) of a skilled healer, as well as common traits, like Empathy and Literacy.

Disadvantages: We present a choice of disadvantages suitable for the caring (Charitable, Pacifism, Selfless, Sense of Duty) or dedicated (Workaholic) healer, as well as some that may be consequences of on-the-job stress: Addiction (to medical drugs or stimulants), Guilt Complex, Insomniac and Nightmares.

Primary Skills: The essential skills of the healer are diagnosing illness (Diagnosis), caring for patients (Physician) and formulating remedies (Alchemy, Botany and Herbarry, or Pharmacy), which we give to all healers.

Secondary Skills: We offer a wide variety of ancillary skills. Some healers know how to treat poison (Poisons) or mental illness (Psychology). Others are

surgeons, and will want Surgery and perhaps Hypnotism or Physiology. In many cultures, Hairdressing and Tattooing are skills reserved for healers! Finally, in a world where magic works, healers may have access to more esoteric skills (Chi Treatment, Yin/Yang Healing).

Background Skills: Healers usually know a great deal about nourishing food and drink (Beverage-Making, Cooking), and commonly run the village still (Distilling). Priests will want Theology skill.

Spells: Obviously, a healer needs to know how to heal, so we focus heavily on Healing spells. We add enough Mind Control spells to learn Sleep, which lets us add the Peaceful Sleep and Suspended Animation spells. Test Food and Silence appear only as prerequisites, but are useful in their own right.



Healer [100 points]

Attributes: ST 10 [0], DX 10 [0], IQ 15 [60], HT 10 [0].

Advantages: Magery 2 [25] and 15 points chosen from Disease-Resistant [5], Empathy [15], Extra Fatigue [3/level], Fit [5], Immunity to Disease [10], Less Sleep [3/level], Literacy [10], Longevity [5], Rapid Healing [5], Sensitive [5], Strong Will [4/level] and Very Fit [15]. Clerics should take Power Investiture 2 [20] and an extra 5 points of other advantages *instead* of Magery.

Disadvantages: A total of -30 points chosen from Addiction (see p. B30), Charitable [-15], Guilt Complex [-5], Insomniac [-10 or -15], Nightmares [-5], Pacifism [-15 or -30], Selfless [-10], Sense of Duty [-5 to -20] and Workaholic [-5].

Primary Skills: Diagnosis/TL3 (M/H) IQ-1 [2]-14, Physician/TL3 (M/H) IQ-1 [2]-14, and either Alchemy/TL3 (M/VH) IQ-2 [2]-13, Botany/TL3 (M/H) IQ-2 [1]-13 and Herbary/TL3 (M/VH) IQ-3 [1]-12, or Pharmacy/TL3 (M/H) IQ-1 [2]-14.

Secondary Skills: Any two of Hairdressing or Tattooing, both (M/A) IQ-1 [1]-14; Chi Treatment, Hypnotism, Poisons, Psychology or Yin/Yang Healing, all (M/H) IQ-2 [1]-13; and Physiology/TL3 or Surgery/TL3, both (M/VH) IQ-3 [1]-12.

Background Skills: Any two of Beverage-Making (M/E) IQ-1 [½]-14, Cooking (M/E) IQ-1 [½]-14, Distilling (M/A) IQ-2 [½]-13 and Theology (M/H) IQ-3 [½]-12.

Modern-Day

Guru Tage Vishnu Kiyo (100 points)

Age 30; 5'11", 150 lbs.; blond hair, blue eyes; svelte Swede with long hair and beard, wearing a flowing robe.

ST 10 [0], **DX** 10 [0], **IQ** 15 [60], **HT** 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Empathy [15]; Magery 2 [25]; Reputation (10 or less; +3 to New Age mystics, -2 to conservatives, doctors and scientists) [0].

Disadvantages: Disciplines of Faith (Mysticism) [-10]; Selfless [-10]; Sense of Duty (Humanity) [-15]; Vow (Vegetarianism) [-5].

Quirks: Heals people at random; Mixes Buddhist, Hindu, Jain and Shinto mysticism indiscriminately; Never cuts his hair or beard; Smells of incense; Writes popular New Age books and gives his royalties to charity. [-5]

Skills (TL7 where applicable): Alchemy-13 [2]; Bard-14 [1]; Chi Treatment-14 [2]; Cooking-15 [1]; Diagnosis-14 [2]; First Aid-14 [0]; Meditation-14 [4]; Occultism-14 [1]; Physician-14 [2]; Theology-14 [2]; Writing-14 [1]; Yin/Yang Healing-14 [2].

Languages: English-14 [1]; Hindi-13 [½]; Japanese-13 [½]; Swedish (native)-15 [0].

Spells* (1 point each, except where noted): Awaken-15; Cure Disease-15; Daze-15; Decay-15; Foolishness-15; Lend Health-15; Lend Strength-15; Major Healing (VH)-15 [2]; Minor Healing-15; Neutralize Poison-15; Peaceful Sleep-15; Recover Strength-15; Regeneration (VH)-15 [2]; Restoration (VH)-15 [2]; Silence-15; Sleep-15; Sound-15; Sterilize-15; Suspended Animation-15; Test Food-15.

* Includes +2 for Magery.

TAGE RENBOURG LEFT Sweden to attend Harvard Med in 1989. A gifted student, everyone was surprised when he dropped out and left for Asia on a "spiritual quest." He reappeared in

1995, speaking two Asian languages and dressed like a hippie guru. He announced his mission to heal the sick, and quickly gained notoriety as a New Age mystic. Today, his followers snap up his books on spiritualism and vegetarian cuisine. The proceeds keep him in robes and incense, but he gives the balance to charity. Religious conservatives worldwide

decry his "mix and match" theology, and the medical establishment has branded him a quack – even though 95 percent of those he heals experience a miracle recovery!



GURPS Martial Arts

Carole Cassidy (150 points)

Age 28; 5'6", 126 lbs.; dark-brown hair, brown eyes, brown skin; compact, graceful woman in athletic clothing.

ST 9 [-10], DX 14 [45], IQ 15 [60], HT 11 [10]

Basic Speed 6.25, Move 6.

Dodge 6, Parry 9.

Advantages: Fit [5]; Magery 2 [25]; Strong Will +1 [4].

Disadvantages: Charitable [-15]; Chummy [-5]; Compulsive Carousing [-5]; Pacifism (Self-defense only) [-15].

Quirks: Believes in balancing her fighting and healing skills; Dislikes gung-ho competition fighters; Obsessed with perfecting her rice wine recipe; Slightly technophobic; Studies Japanese every night. [-5]

Skills (TL7 where applicable): Alchemy-13 [2]; Beverage-Making-14 [½]; Breath Control-12 [1]; Carousing-11 [2]; Diagnosis-14 [2]; Distilling-13 [½]; First Aid-14 [0]; Hypnotism-13 [1]; Judo-14 [4]; Karate-14 [4]; Meditation-12 [1]; Philosophy (Zen)-14 [2]; Physician-14 [2]; Staff-12 [1]; Yin/Yang Healing-12 [½].

Languages: English (native)-15 [0]; Japanese-13 [½].

Maneuvers (Kempo; see p. MA88): Arm Lock-16 [1]; Kicking-14 [2]; Spin Kick-14 [1].

Spells* (1 point each; except where noted): Awaken-15; Create Water-15; Cure Disease-15; Daze-15; Decay-15; Destroy Water-15; Distill-15; Ferment-15; Foolishness-15; Lend Health-15; Lend Strength-15; Major Healing (VH)-15 [2]; Minor Healing-15; Neutralize Poison-15; Peaceful Sleep-15; Purify Water-15; Recover Strength-15; Regeneration (VH)-14; Restoration (VH)-14; Seek Water-15; Silence-15; Sleep-15; Sound-15; Sterilize-15; Suspended Animation-15; Test Food-15; Water to Wine-15.

* Includes +2 for Magery.

CAROLE PRACTICES sports medicine at a large, downtown gym in London. She studies shorinji kempo, and most of the people she treats are also martial artists. She was trained in healing magic by her master (a Japanese man called "Koji") and uses spells on the job: she believe her skills are ki-related, not sorcery. In her spare time, she makes *sake*, *mirin* and *shochu*, and invites her pals over to test it. The party usually lasts all night!

Note: Carole is a cinematic GURPS Martial Arts character with Magery instead of Trained by a Master.

國術

Spells* (base spell level 15, 14 with VH): Except where noted, 1 point was spent on each of the following spells:

Food [2]: Decay-15, Test Food-15.

Healing [13]: Awaken-15, Cure Disease-15, Lend Health-15, Lend Strength-15, Major Healing (VH)-15 [2], Minor Healing-15, Neutralize Poison-15, Recover Strength-15, Regeneration (VH)-14, Restoration (VH)-14, Sterilize-15, Suspended Animation-15.

Mind Control [4]: Daze-15, Foolishness-15, Peaceful Sleep-15, Sleep-15.

Sound [2]: Silence-15, Sound-15.

* Spells include +2 for Magery.

Customization Notes

- A healer is a useful addition to any adventuring party. For survival's sake, an adventuring healer should probably buy some combat skills and perhaps even trade ST for DX.
- Consider Body Control spells, like Might, Resist Pain and Vigor, when selecting additional spells for your healer.
- Don't forget to equip your healer with the basics! A first aid kit, if not a doctor's black bag, is almost essential. Most healers will also have a sharp knife, brandy and some means of making fire. Healers often use magic potions as well: a healer with Alchemy or Herbary may have a large stock of elixirs, especially if he also has Wealth.
- Those who wish to play priestly healers should familiarize themselves with the religions of the campaign, choose a patron deity and alter their spell list to match that granted by their patron.
- The Resurrection spell was intentionally omitted, mostly because many GMs prefer to restrict its use, but also because it's basically useless to the lone healer. Those who intend to learn it should ask for GM permission first and remember to buy Magery 3.

Using This Character

The guidelines above let one create a PC suitable for a 100-point fantasy campaign. They're also handy when the GM needs a NPC healer to staff a temple or big-city physicians' guild. This template assumes a dedicated healer and not a wizardly jack-of-all trades with a few healing spells. Since most healers are peaceful thinkers, players who like to jump into the action should probably choose another template. Of course, with enough points, one could always play an exception to this rule: many real-life holy knights were required to be skilled at healing as well as at arms, and many Asian martial artists (especially *kempo* practitioners) believe in balancing combat skills with healing skills.



Sir Séamus

(200 points)

Age 49; 5'9", 180 lbs.; dark, muscular, middle-aged man with a tansure, wearing a white habit with a red cross.

ST: 12 [20] **IQ:** 15 [60] **Speed:** 6.25
DX: 13 [30] **HT:** 12 [20] **Move:** 3
Dodge: 4 **Parry:** 8

Advantages

Clerical Investiture [5]; Combat Reflexes [15]; Literacy [10]; Power Investiture 2 [20]; Status 2 [10].

Disadvantages

Duty (9 or less) [-5]; Insomniac [-10]; Nightmares [-5]; Sense of Duty (Personal friends) [-5]; Vow (Rule of St. Benedict – chastity, poverty and obedience) [-15].

Quirks

Always carries a flask of brandy; Dislikes insects, especially big ones; Privately believes that necromancy may be needed to combat evil; Refuses to "play politics"; Writes only with his favorite pen. [-5]

Skills

Brawling-14 [2]; Broadsword-14 [4]; Diagnosis/TL3-14 [2]; Distilling-13 [½]; Lance-14 [4]; Occultism-14 [1]; Pharmacy/TL3-14 [2]; Physician/TL3-14 [2]; Poisons-13 [1]; Psychology-13 [1]; Riding (Horse)-12 [1]; Shield-14 [2]; Theology-12 [½].

Languages

Anglish (native)-15 [0]; Latin-14 [1].

Spells* (1 point each, except where noted):

Awaken-15; Clumsiness-15; Cure Disease-15; Daze-15; Decay-15; Dexterity-15; Foolishness-15; Itch-15; Lend Health-15; Lend Strength-15; Major Healing (VH)-15 [2]; Might-15; Minor Healing-15; Neutralize Poison-15; Pain-15; Peaceful Sleep-15; Recover Strength-15; Regeneration (VH)-14; Resist Pain-15; Restoration (VH)-14; Roundabout-15; Silence-15; Sleep-15; Sound-15; Spasm-15; Sterilize-15; Suspended Animation-15; Tanglefoot-15; Test Food-15; Vigor-15.

* Includes +2 for Power Investiture.

Equipment (on campaign)

Broadsword (cut 1d+3, imp 1d+1); Flask of brandy; Gauntlets (PD 4, DR 5), plate armor on torso, arms and legs (PD 5, DR 7), sollerets (PD 4, DR 5) and Viking-style helmet (PD 5, DR 5), all enchanted with Deflect +1, Fortify +1 and Lighten (25%); Medium shield (PD 3); Templar habit (white, with red cross).

Description

SIR SÉAMUS WAS ORIGINALLY a Thomasite brother who learned healing magic at the hospital in Teridar (p. F46). As he treated the victims of combat spells and necromancy wielded by demons and renegades, he began to feel that the order was limiting itself in its battle against evil by flatly forbidding such spells to its members. This culminated in his leaving the Thomasites for the more liberal Templar order, the political repercussions of which soured him against politics forever.

At the Templar College in Azer (p. F47), Séamus expanded his knowledge of magic to include spells useful in battle. He also trained at arms, preparing himself for combat with the legions of hell. At the age of 45, he



finally got his wish. He and a lance of Templars were dispatched to investigate rumors of demonic activity near the Blackwoods. When they arrived, they encountered demons, undead and a plague of grotesque, gigantic insects. Except for Séamus, all of the knights were slain, the last dying in Séamus' arms. He vowed to avenge his holy brothers, but when he reported back to Megalos, the Curia took the Templars off the case and asked a rival order, the Hospitallers, to take over.

Today, Sir Séamus is a senior and experienced knight. He serves the Templars chiefly as a battlefield healer, and rarely dons his magical armor. He frequently suffers from insomnia; when he does sleep, he is haunted by nightmares about the Blackwoods. Even his most potent medicines and Peaceful Sleep spell offer him no relief. Séamus would like to go back to the Blackwoods and solve the problem at the source, but the Curia feels that the case is closed. Séamus' vow of obedience prevents him from acting on his own, but he would happily take up his blade if someone could convince the Church that his services were needed.

Séamus is a 200-point character, but not really an unbalancing "campaign buster." He (or a character much like him) would be a perfectly acceptable PC in a high-powered campaign. More generally, he serves as an example of a "holy knight" or "paladin" who can heal as well as swing a sword. As written, his Power Investiture is granted by the Christian God, but almost any "good" deity would work equally well.

Bri the Liar

(150 points)

Age 18; 5'6", 125 lbs.; red hair, green eyes; an impish young woman whose skin matches her clothes.

ST 9 [-10], DX 12 [20], IQ 14 [45], HT 10 [0]

Basic Speed 5.5, Move 5.

Dodge 5.

Advantages: Attractive [5]; Chameleon 1 [7]; Extra Fatigue 3 [9]; Literacy [10]; Magery 3 [35]; Sidhe Blood 2 [20]; Silence 2 [10]; Unusual Background (Non-druid spell caster) [10].

Disadvantages: Compulsive Lying [-15]; Gesa (Must not tell others her name) [-10]; Trickster [-15].

Quirks: Considers druids to be paternalistic snobs; Likes children; Likes to mock those with strange voices; Proud of her Sidhe blood; Smirks constantly. [-5]

Skills (TL2 where applicable): Acting-14 [2]; Bard-13 [1]; Camouflage-13 [½]; Consonant Tree Lore-12 [1]; Disguise-12 [½]; Fast-Talk-14 [2]; Illusion Art-14 [4]; Mimicry (Human Speech)-8 [1]; Naturalist-12 [1]; Stealth-12 [2].

Languages: Goedelic (native)-14 [0].

Spells* (1 point each): Colors-15; Complex Illusion-15; Continual Light-15; Control Illusion-15; Dispel Illusion-15; Dye-15; Illusion Disguise-15; Illusion Shell-15; Independence-15; Know Illusion-15; Light-15; Light Jet-15; Perfect Illusion-15; Phantom Flame-15; Restore-15; Silence-15; Simple Illusion-15; Sound-15; Voices-15.

* Includes +3 for Magery.



BRI MONG BRUINN is the great-granddaughter of a Sidhe sorcerer – something she never lets anyone forget. Born with many unusual talents, including a knack for magic, she is also a born prankster, always lying and playing tricks. At an early age, she hounded her grandfather to teach her magic. He eventually gave in and taught her a few alder, birch, hazel and vine spells. A trickster himself, though, he also laid a gesa upon her in return for her lessons: since she enjoys lying so much, she may never tell another her name. As a result, Bri is known only as “the Liar” to most, which suits her just fine.

ILLUSIONIST

“We have great difficulty disbelieving what we see.”

– John Ralston Saul, “The Doubter’s Companion”

IN THE MODERN sense, an “illusionist” is a stage magician: someone who uses misdirection and legerdemain to entertain. In a world where magic really works, however, someone like that is little more than a charlatan (p. 36). A *real* illusionist is a wizard who uses magic instead of, or as well as, smoke and mirrors for trickery and deception. He is most commonly a confidence artist or an adventurer, although a few illusionists become entertainers, mainly because it’s less dangerous.

The con artist uses his illusions to trick people out of money and goods, cheat at gambling, play pranks and generally wreak havoc. He is typically portrayed as a mischievous trickster – a jester or fairground snake oil salesman – and not an evil sorcerer as such. Some people have no tolerance for trickery, of course, and would label all such wizards criminals. This has given illusionists a bad name in some areas. That said, some illusionists really *are* law-breaking scum, and some are warped or downright malevolent types who would disguise a well as an out-house just to watch someone drown with their pants down.

Entertainers are generally similar to con artists, except that they rarely “go bad,” and people *know* the act is a sham and usually leave with their wallets intact (minus the price of admission). They tend to focus on showmanship and presentation, and are often skilled *jongleurs* in their own right.

The adventurer is quite different from these first two types. He uses his magic to take on more serious challenges than robbery and to confront more determined adversaries than an unresponsive audience. He rarely works alone; instead, he supports other adventurers, providing them with disguises, camouflage and a quick smoke screen should they need to escape, not to mention guidance on the issue of illusionary tricks and traps. In a fantasy setting, an illusionist is an invaluable addition to an adventuring party.

Regardless of what they do for a living, all illusionists face one main limitation: an illusion is a means to an end *only if that end can be achieved by deceiving someone*. If there’s no one there to experience the illusion, it’s basically worthless. Being learned wizards, most illusionists are wise enough to know this, and defer to their comrades on issues such as locked doors and caved-in tunnels. Of course, many illusionists have other tricks up their sleeves, and not all of them are illusions . . .

Design Notes

Attributes: We choose a high IQ (14). Realizing that mundane legerdemain is a useful backup when illusions fail, we add DX 12 as well.

Advantages: An illusionist doesn’t really need anything beyond Literacy and Magery. We choose Magery 2, which allows future access to Create Object and many of the advanced Mind Control and Movement spells that are useful to illusionists.

Disadvantages: Illusionists are usually tricky, and many of them are just plain *weird*, so we offer a wide selection of disadvantages. Some are suitable for a trickster (Compulsive Lying, Greed, Impulsiveness, Kleptomania, Overconfidence, Trickster), while others may have resulted from a magical backfire with an illusion (Flashbacks, No Reflection, No Shadow, Unnatural Feature, Voices). Any illusionist may have a bad Reputation!

Primary Skills: The definitive illusionist skill is Illusion Art, which we choose at 14. We also offer a choice between skills appropriate to a con artist (Acting-14,

Fast-Talk-14), an entertainer (Bard-14, Performance-14) or an adventurer (4 points in Combat/Weapon skills).

Secondary Skills: A few mundane tricks can be useful in an emergency, so we add Camouflage-13 and Disguise-12. We include Stealth-12, since many illusions work better if the caster gets quietly out of the way . . .

Background Skills: Many skills suit the illusionist mentality, so we simply add 2 points to be spent on a long list of possibilities. Con artists might find Filch, Forgery, Gambling and Holdout handy, while entertainers might prefer Acrobatics, Dancing, Juggling, Make-Up, Scene Design, Sleight of Hand or Ventriloquism. Adventurers will find uses for Hypnotism, Mimicry and Traps.

Spells: We add all of the illusion spells from the Illusion and Creation college. While creation spells are also useful, they don't fit the traditional illusionist mold, and are difficult to learn in any event. We add the Sound spell, since it is a prerequisite for Complex Illusion, and tack on a couple of illusion-type spells found in other colleges (Phantom Flame, Restore).



Illusionist [100 points]

Attributes: ST 10 [0], DX 12 [20], IQ 14 [45], HT10 [0].

Advantages: Literacy [10], Magery 2 [25].

Disadvantages: Choose -25 points from Compulsive Lying [-15], Flashbacks [-5 to -20], Greed [-15], Impulsiveness [-10], Kleptomania [-15], No Reflection [-10], No Shadow [-10], Overconfidence [-10], Reputation -1 or -2 [-5 of -10], Trickster [-15], Unnatural Feature [-5] and Voices [-5 to -15].

Primary Skills: Illusion Art (M/H) IQ [4]-14 and either Acting (M/A) IQ [2]-14 and Fast-Talk (M/A) IQ [2]-14, *or* Bard (M/A) IQ [2]-14 and Performance (M/A) IQ [2]-14, *or* 4 points in Combat/Weapon skills.

Secondary Skills: Camouflage (M/E) IQ-1 [½]-13, Disguise (M/A) IQ-2 [½]-12, Stealth (P/A) DX [2]-12.

Background Skills: Spend 2 points on any of the following: Acrobatics (P/H), Bard (M/A), Dancing (P/A), Filch (P/A), Forgery/TL3 (M/H), Gambling (M/A), Holdout (M/A), Hypnotism(M/H), Juggling (P/E), Make-Up/TL3 (M/E), Mimicry (P/H; HT), Scene Design (M/A), Sleight of Hand (P/H), Traps (M/A) and Ventriloquism (M/H).

Marini the Magnificent (100 points)

Age 31; 6', 150 lbs.; curly black hair, brown eyes; a thin man with no shadow and a cock's comb, wearing a pointy hat and garish Persian slippers.

ST 10 [0], **DX** 12 [20], **IQ** 14 [45], **HT** 10 [0]

Basic Speed 5.5, Move 5.

Dodge 5, Parry 8, Block 6.

Advantages: Literacy [10]; Magery 2 [25].

Disadvantages: No Reflection [-10]; No Shadow [-10]; Reputation -1 (Dangerous klutz) [-5]; Unluckiness [-10]; Unnatural Feature (Cock's comb on head) [-5].

Quirks: Doesn't like to cast Illusion Disguise on himself; Likes pickles; Names everything after himself (Marini's Perfect Illusion, Marini Defense, Marini Maneuver, etc.); Wears outlandish clothes; Won't eat chicken. [-5]

Skills (TL3 where applicable): Buckler-12 [1]; Camouflage-13 [½]; Cooking-13 [½]; Disguise-12 [½]; Fast-Draw (Sword)-12 [1]; Fencing-12 [2]; First Aid-14 [1]; Illusion Art-14 [4]; Magic Jet-12 [1]; Riding (Horse)-12 [2]; Stealth-12 [2]; Survival (Woodlands)-12 [½]; Traps-14 [2].

Languages: English (native)-14 [0].

Spells* (1 point each, except where noted): Apportation-14; Blur-14; Complex Illusion-14; Continual Light-14; Control Illusion-14; Darkness-14; Dispel Illusion-14; Flash-14; Great Voice-14; Illusion Disguise-14; Illusion Shell-14; Independence-14; Invisibility-14; Know Illusion-14; Lend Strength-14; Light-14; Night Vision-14; Perfect Illusion-14; Phantom Flame-14; Recover Strength-15 [2]; Restore-14; Simple Illusion-14; Sound-14; Sound Jet-14; Thunderclap-14; Voices-14.

* Includes +2 for Magery.

ALESSANDRO MARINI IS A Guild-trained professional adventurer. While not "magnificent" he is actually fairly competent. Due to a few spell backfires, however, he is mockingly called that. He has no idea *why* that Invisibility spell robbed him of his shadow and reflection, or why that Illusion Disguise backfired and gave him a cock's comb, but people tend to assume that he's mad, dangerously incompetent, or both. In reality, he's simply a little unlucky; most of the missions he and his friends have undertaken have been successful, frequently due to his magic.





Dave Goldgrube (100 points)

Age 35; 5'11", 150 lbs.; black hair, hazel eyes, tanned; a surgically-slender showman with perfect teeth and hair.

ST 10 [0], DX 13 [30], IQ 14 [45], HT 10 [0]

Basic Speed 5.75, Move 5.

Dodge 5.

Advantages: Comfortable Wealth [10]; Magery 2 [25]; Reputation (+1 to general public, -3 to other stage magicians) [0].

Disadvantages: Enemy (Rival stage magicians who want to upstage him, 6 or less) [-5]; Greed [-15]; Overconfidence [-10]; Secret (Uses *real* magic) [-10].

Quirks: Affects an artificially deep voice; Drives too fast; Openly attacks tabloid newspapers; Refuses to attend stage magicians' conventions; Uses "occult mumbo-jumbo" in his act to hide magical rituals. [-5]

Skills (TL7 where applicable): Accounting-12 [1]; Bard-14 [2]; Driving (Car)-12 [1]; Fast-Talk-13 [1]; Holdout-13 [1]; Illusion Art-14 [4]; Make-Up-13 [½]; Performance-14 [2]; Scene Design-12 [½]; Sleight of Hand-12 [2]; Stealth-12 [1].

Languages: English (native)-14 [0].

Spells* (1 point each, except where noted): Apportation-15 [2]; Complex Illusion-14; Control Illusion-14; Dispel Illusion-14; Illusion Disguise-14; Illusion Shell-14; Independence-14; Levitation-14; Lockmaster-14; Locksmith-14; Manipulate-14; Perfect Illusion-14; Phantom Flame-14; Restore-14; Simple Illusion-15 [2]; Sound-14; Undo-14.

* Includes +2 for Magery.

DAVE GOLDGRUBE IS A mystery man. Of course, that's all part of the act: he's a stage magician, after all. He's also an enigma. As far as his rivals can discern, he appeared out of nowhere, never apprenticed with anyone and has lousy sleight of hand. Nonetheless, his shows are spectacular and no one can deny that it's "for real." Even his enemies have to admit that he's not using special effects, but he refuses to tell them how he does it. The tabloids claim he's using *real sorcery*. Of course, that can't be true . . . can it?

Spells* (base spell level 14, 13 with VH): One point was spent on each of the following spells:

Fire [1]: Phantom Flame-14.

Illusion and Creation [9]: Complex Illusion-14, Control Illusion-14, Dispel Illusion-14, Illusion Disguise-14, Illusion Shell-14, Independence-14, Know Illusion-14, Perfect Illusion-14, Simple Illusion-14.

Making and Breaking [1]: Restore-14.

Sound [1]: Sound-14.

* Spells include +2 for Magery.

Customization Notes

- An illusionist with many Body Control spells may wish to consider learning Alter Visage and Alter Body, which are essentially powerful physical illusions.
- Con artists should probably learn a few Mind Control spells, especially Area spells like Avoid, Fear, Emotion Control, Mass Daze and Mass Suggestion. Keen Eyes and Alertness would be useful for illusionists who'd like a few defenses against visual trickery.
- Disadvantages that would limit an illusionist's senses (Blindness, Color Blindness, Deafness, No Sense of Smell/Taste, etc.) are generally a bad idea, and will limit the spells he can learn. Easy to Read, Gullibility, Honesty and Truthfulness would be fatal to a con artist!
- Entertainers should consider advantages that give reaction bonuses, including Appearance, Charisma and Voice.
- Movement spells (especially Air-Golem, Apportation, Poltergeist and Teleport) can make a deception *much* more believable, and would be a good addition to any illusionist's repertoire.
- While Illusion and Creation spells are important, don't overlook Light and Darkness spells (e.g., Blur, Darkness, Hide and Invisibility) and Sound spells (e.g., Noise, Silence, Voices and Wall of Silence). Many classic "illusionist spells" can be found in those two colleges.

Using This Character

The illusionist is a traditional fantasy RPG character, and this template was designed to work as a PC in a 100-point campaign. By taking the remaining 20 points in disadvantages and quirks, an illusionist can master a second college of magic, like one of those suggested under *Customization Notes*. Illusionists are most satisfying for players who have a knack for subtlety. Those who enjoy frontal assaults may wish to select a different template.



Ayesha al-Azraq

(200 points)

Age 40; 5'6", 120 lbs.; a woman whose features are disguised by a veil and dark robe.

ST: 10 [0] **IQ:** 15 [60] **Speed:** 6.25
DX: 13 [30] **HT:** 12 [20] **Move:** 6
Dodge: 6 **Parry:** 6

Advantages

Comfortable Wealth [10]; Literacy [10]; Magery 3 [35]; Reputation (+2 in underworld, -2 to law enforcers and religious officials) [0].

Disadvantages

Bad Temper [-10]; Greed [-15]; Jealousy [-10]; Stubbornness [-5].

Quirks

Dislikes dirty, damp or musty places; Intolerant of religious fundamentalism; Likes amber; Will go to great lengths to prove her skills to others; Won't let an argument drop. [-5]

Skills

Body Sense-12 [2]; Brawling-13 [1]; Camouflage-14 [½]; Disguise-13 [½]; Fast-Talk-14 [1]; Filch-13 [2]; Forgery/TL3-13 [1]; Holdout-14 [1]; Illusion Art-14 [2]; Interrogation-13 [½]; Intimidation-13 [½]; Jeweler/TL3-13 [1]; Knife-15 [4]; Merchant-13 [½]; Research-13 [½]; Shield-12 [½]; Shortsword-12 [1]; Sleight of Hand-13 [4]; Stealth-13 [2]; Streetwise-13 [½]; Traps-14 [1].

Languages

English-14 [1], Arabic (native)-15 [0].

Spells* (1 point each):

Alter Body-16; Alter Visage-16; Apportation-16; Avoid-16; Blur-16; Bravery-16; Clumsiness-16; Complex Illusion-16; Continual Light-16; Control Illusion-16; Darkness-16; Dexterity-16; Dispel Illusion-16; Drunkenness-16; Emotion Control-16; Fear-16; Flight (VH)-15; Foolishness-16; Forgetfulness-16; Hawk Flight (VH)-15; Hide-16; Hinder-16; Hush-16; Illusion Disguise-16; Illusion Shell-16; Independence-16; Itch-16; Know Illusion-16; Lend Strength-16; Levitation-16; Light-16; Loyalty-16; Mage-Stealth-16; Mass Suggestion-16; Mystic Mist-16; Perfect Illusion-16; Phantom Flame-16; Recover Strength-16; Restore-16; Sense Emotion-16; Sense Foes-16; Shield-16; Silence-16; Simple Illusion-16; Sound-16; Spasm-16; Strike Blind-16; Strike Deaf-16; Stun-16; Suggestion-16; Teleport (VH)-15; Voices-16.

* Includes +3 for Magery.

Equipment

Dark clothing (full-length robe, veil); Fine large knife (cut 1d-1, imp 1d-1); Powerstones (2 × ST 3); Steel breastplate (concealed; PD 4, DR 5); Velvet pouch (concealed in robe, +6 Holdout).

Description

AYESHA WAS BORN TO religious parents who chose to conceal her magical aptitude after it was revealed to them by a wizard. This deception was doomed to failure, however, because Ayesha quickly realized that she could spot enchanted items with ease, and it was common knowledge that this made her a "witch."

Strong-headed, and angry with her parents for deceiving her, Ayesha vowed to make use of her talents. She waited until opportunity presented



itself in the form of a skilled half-elven illusionist called "Taramon," a woman who was accompanying a band of dubious-looking adventurers on their way through Ayesha's hometown. Ayesha petitioned her for apprenticeship, and Taramon agreed, figuring the child would give up and return home . . .

. . . which she did, ten years later, when she grew tired of the adventuring lifestyle due to a general dislike of fighting undead monsters, sleeping on rocks, poking around in the dirt, and other "pleasures" of raiding tombs. Her traveling companions bid her farewell, and set her up with an important underworld contact as a parting gift.

After a few contract robberies, Ayesha quickly made a name for herself as a "procurement specialist." She used her magic to walk into secure areas and take things, leaving behind an illusionary substitute and "drunken" guards who "didn't see anyone who shouldn't have been there." Naturally enough, the authorities are keen on arresting her, as are several religious officials who disapprove of her youthful crypt-robbing expeditions.

Ayesha is intended as a NPC or powerful PC in an Yrth-based *Fantasy* campaign, where she would be a native of Sa'Azraq, al-Wazif, doing occasional work in al-Siyassi and North Tredroy. With a few modifications, she could be used in any fantasy setting, or even a *GURPS Arabian Nights* campaign.

Hsiao Fei

(100 points)

Age 42; 5'4", 169 lbs.; shaven head, dark-brown eyes; a fat, jovial-looking man, reminiscent of a smiling Buddha.

ST 9 [-10], DX 11 [10], IQ 14 [45], HT 11 [10]

Basic Speed 5.50, Move 3.

Dodge 3.



Advantages: Harmony with the Tao [20]; Literacy [10]; Magery 3 [35].

Disadvantages: Disciplines of Faith (Ritualism) [-5]; Fat [-10]; Honesty [-10]; Pacifism (Self-defense only) [-15].

Quirks: Always answers "yes" when asked whether he knows a spell; Asks children for their opinion on important issues; Enjoys debating philosophy; Jovial; Loves to eat, and makes a great show out of cooking. [-5]

Skills: Breath Control-12 [2]; Chi Treatment-12 [1]; Cooking-13 [½]; Meditation-12 [2]; Mental Strength-12 [1]; Nei Tan-12 [2]; Philosophy-12 [1]; Teaching-12 [½]; Yin/Yang Healing-12 [1].

Languages: Mandarin (native)-14 [0].

Spells* (1 point each): Cook-15; Create Fire-15; Create Food-15; Decay-15; Ferment-15; Ignite Fire-15; Lend Health-15; Lend Strength-15; Preserve Food-15; Purify Food-15; Recover Strength-15; Seek Food-15; Sterilize-15; Test Food-15.

May also cast *any one spell*, once per game session, at level 17.

* Includes +3 for Magery.

FEI HAS ACHIEVED understanding of the Way and has settled down to enlighten others. A good man, he's also a little hefty, so he is a prominent figure in his village in more ways than one! His "lessons" often turn into feasts as he grows hungry, making him a popular teacher (especially near dinner time). Fei's jovial manner and bulging midsection hide a talented mage who is capable of working powerful magic without ceremony or preparation. His spells have saved more than one life. Many magicians are envious of Fei's ability to cast advanced spells that they've never been able to master. They often get quite upset when Fei explains that he cannot teach them: they'll have to learn on their own.

IMPROVISER

"This time for sure . . ."

– Bullwinkle the Moose

THE MAJORITY OF wizards in folklore and legend don't have named spells with specific rituals and effects. They simply "do magic" in response to the situation at hand. This is hard to handle in a game, especially in the case of PCs: how do you let them have the potential to do anything without giving them the means to do *everything*? In other words, how do you keep things balanced?

GURPS Magic takes a stab at this. Rules for improvised spells can be found on pp. M85-90, and for the most part, they're balanced. A wizard has to pay *many* points to be good enough to use improvised magic. By then, he knows so many spells that improvised magic does little more than fill in the gaps. There's only one problem: in the stories, the wizard often doesn't know specific spells at all; *all* of his magic is improvised! For this reason, we have presented several alternatives below.

Improvised Magic User

This wizard uses the system in **Magic**. He must know *many* spells in the colleges he wishes to use improvised magic with. Build him from scratch, or use a template from this book that goes into great depth in at least a few colleges. Calculate his "College Skill" for each college as per p. M85: spells known at 11-give no benefit, spells at 12-15 give 1 point of skill, spells at 16-19 give 1.5 points of skill and spells at 20+ give 2 points of skill. Add these up, to a maximum of (IQ + Magery) or 20, whichever is lower. The system on pp. M86-90 is used to resolve spell casting.

Attributes: High IQ boosts the College Skill limit and the spells used to calculate those skills. Added IQ is most valuable when it would raise all spells from 11 to 12 or 15 to 16 (19 to 20 is also valuable, but few wizards are that powerful).

Advantages: As much Magery as possible, both for the reasons given for IQ and to meet Magery prerequisites. Literacy [10] is needed to learn spells. Extra Fatigue [3/level] can also be valuable, since improvised spells cost +2 or +3 fatigue (p. M88).

Disadvantages: Overconfidence [-10] is common among skilled improvised magic users. Disastrous failures may lead to "curses" like Divine Curse, Unluckiness [-10], Unnatural Feature [-5] or Weirdness Magnet [-15].

Skills: When a player is trying to figure out the best way to "word" an improvised spell, the GM should give a hint on a successful Thaumatology (M/VH) roll. A Weird Magic (M/VH) roll can give +2 to improvised magic use, but the side effects may be . . . weird.

Spells: Many from each college, at high levels. "Create" spells (e.g., Create Fire, Create Object) are needed to use the Create verb.

Miracle Worker

The miracle worker possesses the Divine Favor advantage (p. C136). He can call upon his gods, who will assess the situation and work magic for him. He often has no idea what results he'll get – or if he'll even get results – but since the gods are *not* constrained by the **GURPS** magic system, the GM can allow almost any effect, making this wizard the most flexible of all. The rules for miraculous magic are found in **GURPS Religion** (pp. R113-115). Most of the traits suggested under **Priest** (p. 88) are appropriate for a miracle worker.

Attributes: IQ isn't especially important, but it can be useful when learning priestly skills.

Zubaida bint-Zayn (100 points)

Age 16; 5'3", 118 lbs.; shiny black hair, brown eyes, coffee-colored skin; a young woman in typical Wazifi clothing.

ST 9 [-10], DX 12 [20], IQ 13 [30], HT 10 [0]

Basic Speed 5.50, Move 5.

Dodge 5.

Advantages: Animal Empathy [5]; Extra Fatigue 2 [6]; Literacy [10]; Magery 2 [25]; Natural Spellcasting [15]; Patron (Master, 9 or less) [10].

Disadvantages: Clueless [-10]; Curious [-5]; Duty (To master, 12 or less, not dangerous) [-5]; Edgy [-5]; Struggling Wealth [-10]; Youth (16 years old) [-4].

Quirks: Can watch birds for hours; Prefers study to other youthful activities; Quiet; Slightly gullible; Thinks Animal spells are evil. [-5]

Skills: Animal Handling-15† [1]; Cooking-12 [½]; Occultism-13 [2]; Research-12 [1]; Scrounging-12 [½]; Speed-Reading-12 [1]; Thaumatology-13* [2]; Writing-12 [1].

† Includes +4 for Animal Empathy.

Languages: Arabic (native)-13 [0].

Spells* (1 point each): Apportation-13; Banish-13; Clean-13; Detect Magic-13; Extinguish Fire-13; Find Direction-13; Ignite Fire-13; Lend Health-13; Lend Strength-13; Light-13; Measurement-13; Purify Air-13; Recover Strength-13; Restore-13; Seek Earth-13; Seek Food-13; Seek Plant-13; Seek Water-13; Sense Life-13; Share Strength-13; Simple Illusion-13; Slow Fall-13; Tell Time-13; Test Food-13.

Note: Spells cast via Natural Spellcasting are cast at 9 (8 if VH) the first time.

* Includes +2 for Magery.

ZUBAIDA IS AN apprentice of Sorayah, a noted Wazifi sorceress. Timid and slightly naive, Zubaida has remarkable magical talents and a way with animals. Sorayah initially felt that Zubaida should learn Animal spells, but soon gave up on that idea, as Zubaida believes that such spells are evil and subvert Allah's designs for the beasts. Zubaida is now pursuing a more general course in magic, and has acquired some spells on her own: Slow Fall when she fell from a balcony, Extinguish Fire when she set fire to the kitchen, and Lend Health when her pet finch was wounded by a cat. Sorayah keeps a close eye on Zubaida, in case she spontaneously casts anything dangerous.

Advantages: Divine Favor is *required*! Clerical Investment [5/level] is common. Blessed [10] and Power Investiture [10/level] may be appropriate.

Disadvantages: Code of Honor, Disciplines of Faith, Sense of Duty and Vows, all [-5 to -15], are most common.

Skills: Exorcism (M/H), Performance/Ritual (M/A), Sacrifice (M/H) and Theology (M/H) can all be useful for invoking divine power.

Spells: Miracle workers with Power Investiture may also know spells.

Natural Spellcaster

This wizard has the Natural Spellcasting advantage (p. CI41). In theory, this could lead to him casting *any* spell when under stress. Natural Spellcasting is similar to improvised magic in some ways: the wizard specifies the result he wants and tries to cast a spell, which is at a penalty if he doesn't know the prerequisites. On the other hand, he has no control over which spell is used to achieve the desired result (that's up to the GM) and he's limited to existing spells; new spells cannot be improvised. Natural Spellcasting grants great flexibility in an emergency.

Attributes: High IQ is required to learn prerequisite spells, and will be useful when actually learning the spells cast through Natural Spellcasting.

Advantages: Natural Spellcasting [15] is *required*! Literacy [10] and Magery are useful for learning prerequisites. Since Natural Spellcasting is activated by stress, advantages like Collected, Composed, Cool, Fearlessness and Unfazeable are probably a bad idea.

Disadvantages: Mental disadvantages that can lead to stress and trigger Natural Spellcasting include Bad Temper [-10], Edgy [-5] and Phobias.

Skills: None are needed. The GM *may* wish to let characters with Autohypnosis (M/H) or Meditation (M/VH) trigger their advantage by making a skill roll.

Spells: A few basic spells should be taken to avoid the -4 penalty for Natural Spellcasting without prerequisites. Unlike the improvised magic user, the natural spellcaster is better off knowing one or two spells from as many colleges as possible. See *Apprentice* (p. 20) for ideas.

Rune-Mage

This kind of wizard is specific enough to warrant its own template. See *Rune-Mage*, p. 100.

Serendipitous Wizard

The wizard simply *does* things, without necessarily knowing how. He has the Harmony with the Tao advantage (p. CI38), which lets him cast *any* spell at a level equal to his (IQ + Magery), one spell per game session. Magery prerequisites must be met, but not spell prerequisites. Casting time, energy cost, et cetera are all unchanged. The wizard should definitely learn spells as well, unless he wants to be limited to one spell per session!



GURPS Supers

Professor Spektor (1,000 points)

Age irrelevant; man-sized spectral being with glowing eyes and a hollow, echoing voice.

ST 8 [-15], DX 12 [20], IQ 17 [100], HT 12/10 [20]

Basic Speed 6.00, Move 6.
Dodge 6.

Advantages: Extra Fatigue 40 [120]; Insubstantiality (Always on, -50%) [40]; Magery 3 [35]; Psionic Resistance 5 [10]; Spirit Empathy [10]; Strong Will +3 [12]; Unaging [15].

Disadvantages: Cannot Harm Innocents [-10]; Curious [-15]; Disturbing Voice [-10]; Enemy (The demon Z'org, 6 or less) [-5]; Odious Personal Habit (Lecturing) [-5]; Overconfidence [-10]; Reduced Hit Points -2 [-10]; Stubbornness [-5]; Weirdness Magnet [-15].

Quirks: Always uses Weird Magic, regardless of the side effects; Color of his eyes changes with his moods; Dislikes those who use magic for personal gain; Generally truthful; Invokes the names of strange demons when using magic. [-5]

Skills: Hidden Lore (Demon Lore)-17 [2], (Spirit Lore)-17 [2]; Intimidation-17 [2]; Leadership-17 [2]; Mind Block-17 [2]; Occultism-17 [2]; Stealth-12 [2]; Thaumatology-20* [8]; Weird Magic-20 [20].

* Includes +3 for Magery.

Languages: English (native)-17 [0].

College Skills: Body Control-14 [70]; Healing-14 [70]; Knowledge-15 [75]; Making & Breaking-16 [80]; Meta-Spells-16 [80]; Mind Control-15 [75]; Movement-14 [70]; Necromancy-16 [80]; Protection & Warning-15 [75].

Spells (include +3 for Magery): Lend Health-18 [1]; Lend Strength-18 [1]; Recover Strength-20 [4].

A GRAD STUDENT AT Harvard, Geoff Newton was researching the connection between metahuman powers and traditional magic when he had his "accident" with the Forbidden Tome. He opened it up out of curiosity; he didn't really believe it had dire powers. After he was reduced to his magical essence – a spirit – he realized that *he* had magical powers, and "Professor Spektor" was born. As he can no longer turn pages or use a computer, he has abandoned research to help super teams combat supernatural menaces. He has banished demons on several occasions, although one, Z'org, just keeps on coming back.

Attributes: High IQ will help when learning spells, as for any wizard. It will also boost the roll for "serendipitous spells" cast via Harmony with the Tao.

Advantages: Harmony with the Tao [20] is *required!* Literacy [10] and Magery are useful for learning spells. Magery also aids "serendipitous spell" rolls and helps meet prerequisites.

Disadvantages: One who understands the Way shouldn't have too many "base" disadvantages, like Alcoholism, Bad Temper or Greed. "Lofty" ones, like Disciplines of Faith and Vows, are more appropriate.

Skills: Philosophy (M/H) is a must. Breath Control (M/VH), Chi Treatment (M/H), Meditation (M/VH), Nei Tan (M/VH) and Yin/Yang Healing (M/H) are all appropriate, and the GM may choose to permit Body Control (M/VH) and Mental Strength (M/H) as well.

Spells: Unless the player is satisfied with casting one spell per game session, spells should be learned. Those suggested for the *Elementalist* (p. 48), *Martial Artist* (p. 76) and *Priest* (p. 88) are all appropriate.



Super Wizard

The super wizard is similar to the improvised magic user, but he doesn't need to know spells; he purchases College Skill directly (see below). The system on pp. M86-90 is used to resolve spell casting, but *spell* prerequisites are ignored (Magery prerequisites still apply) and all spells take 1 second to cast. For Create (p. M88), which normally requires a "Create" spell, use College Skill instead. This system originally appeared in *GURPS Supers*, but is appropriate for legendary wizards as well.

Attributes: High IQ isn't required, but super wizards who also learn spells will still want it.

Advantages: Magery is needed to meet prerequisites. Extra Fatigue [3/level] is useful. Wizards in *Supers* campaigns may have super advantages and other special powers.

Disadvantages: As for *Improvised Magic User*.

Skills: Thaumatology (M/VH) and Weird Magic (M/VH) can both be useful, as per *Improvised Magic User*.

Spells: Instead of spells, College Skills are purchased at a flat 5 points/level, to a maximum skill of 20. Actual spells can be ignored, although a super wizard may certainly learn a few if he wishes.

Using This Character

The improviser is for brave or experienced gamers, and requires both the players and GM to be imaginative and capable of thinking on their feet. Players must also be willing to accept GM rulings without arguing, to preserve spontaneity. The GM may wish to restrict improvisers to NPCs if he has any doubts at all.

Elina

(375 points)

Age unknown (looks 18); 5'5", 125 lbs.; white hair, ice-blue eyes, snow-white skin; a beautiful woman dressed entirely in white.

ST: 10 [0] **IQ:** 17[100] **Speed:** 6.00
DX: 12 [20] **HT:** 12 [20] **Move:** 6
Dodge: 6

Advantages

Beautiful [15]; Charisma +2 [10]; Extra Fatigue 5 [15]; Literacy [10]; Magery 3 [35]; Unaging [15]; Voice [10].

Disadvantages

Reclusive [-10]; Reputation -2 [-10]; Social Stigma (Pagan witch) [-15]; Unnatural Feature (Skin radiates cold) [-5].

Quirks

Always wears white; Hides from sight by burying herself in snow; Lets people think she's a *rusalka*; Sings to herself; Stares intently when talking. [-5]

Skills

Alchemy/TL2-14 [1]; Animal Handling-16 [2]; Area Knowledge (Forest)-18 [2]; Camouflage-18 [2]; Cooking-17 [1]; Fast-Talk-16 [1]; Occultism-16 [1]; Poisons-15 [1]; Sex Appeal-18†† [2]; Singing-140 [1]; Stealth-14 [8]; Survival (Forest)-16 [1]; Swimming-12 [1]; Thaumatology-18* [2]; Theology-15 [1]; Tracking-16 [1]; Traps/TL2-16 [1].

† Includes +4 for Beautiful.

†† Includes +2 for Voice.

Languages

Russian-17 [2]; Slavic (native)-17 [0].

Spells* (1 point each, except where noted):

Analyze Magic-18; Animate Plant-18; Beast Possession-18; Beast Soother-18; Beast Speech-18; Beast Summoning-18; Body of Air-18; Bravery-18; Breathe Water-20 [4]; Charm-20 [4]; Clean-18; Clouds-18; Cold-18; Complex Illusion-20 [4]; Control Person-18; Counterspell-18; Create Air-18; Create Fire-18; Create Water-18; Curse-20 [4]; Daze-18; Delay-18; Destroy Water-18; Detect Magic-18; Dispel Magic-18; Emotion Control-18; Fear-18; Find Weakness-18; Fog-18; Foolishness-18; Forest Warning-18; Forgetfulness-18; Freeze-18; Frost-18; Frostbite-21 [6]; Hail-18; Heal Plant-18; Heat-18; Hide Path-18; Hush-18; Ice Slick-18; Ice Vision-18; Identify Plant-18; Identify Spell-18; Ignite Fire-18; Illusion Disguise-20 [4]; Independence-18; Knots-18; Lend Health-18; Lend Strength-18; Link-18; Loyalty-18; Mage-Stealth-20 [4]; Mammal Control-18; Master-18; Melt Ice-18; Mind-Reading-18; Mystic Mist-18; Pathfinder-18; Perfect Illusion-20 [4]; Permanent Forgetfulness (VH)-17; Persuasion-20 [4]; Plant Growth-18; Plant Sense-18; Possession (VH)-17; Purify Air-18; Purify Water-18; Recover Strength-20 [4]; Rejoin-18; Remove Curse-18; Repair-18; Resist Cold-20 [4]; Restore-18; Scryguard-18; Seek Earth-18; Seek Plant-18; Seek Water-18; Seeker-18; Sense Danger-18; Sense Emotions-18; Sense Foes-18; Shape Air-18; Shape Earth-18; Shape Fire-18; Shape Water-18; Shapeshifting (Bear) (VH)-17; Shatter (VH)-17; Silence-18; Simple Illusion-18; Sleep-18; Snow-18; Snow Shoes-18; Soul Rider-20 [4]; Sound-18; Stiffen-18; Tangle Growth-18; Truthsayer-18; Ward-18; Watchdog-18; Weaken-18; Weather Dome-18.

* Includes +3 for Magery.



College Skills

Air-9; Animal-10; Communication & Empathy-13; Earth-3; Fire-9; Healing-5; Illusion & Creation-9; Knowledge-7; Making & Breaking-13; Meta-Spells-12; Mind Control-15; Plant-13; Protection & Warning-6; Sound-6; Water-19.

Description

ELINA IS A MYSTERIOUS figure spoken of in tales. A beautiful woman with snow-white skin, she only appears to men who are alone in the forest, usually during a snow storm. Those who encounter her often come to a bad end, occasionally in ways that have led some storytellers to identify her with a *rusalka* (water nymph). Others think that Elina is a sorceress who has found youthful immortality. Whatever the truth may be, she is definitely something more than human, and has great magical powers.

According to the stories, Elina lurks beneath the ice of frozen ponds in the forest. She draws men to her, sometimes by clouding their minds with sorcery, but usually with her melodic songs and stunning beauty. Those who approach discover that her skin is as cold as ice, and inevitably end up in her control. She then demands a service of them. This can be tragic. In one case, a hunter was beguiled by Elina and sent off to kill his companions. After shooting them with his bow, he was left to die of exposure.

No one is sure where Elina can be found. She knows the forest well and seems to move about at random. If she has a home base, none of the tales speak of it. Some postulate that she can turn into a large, white bear and run great distances over the snow. No one has ever seen this, but that doesn't mean it isn't true.

Elina is intended as a NPC for a fantasy *GURPS Russia* campaign. She *could* be a villain, and the tales support that, but she could also be nothing more than a recluse: a woman who has fled persecution for her unusual appearance and magical powers. For instance, the hunters in the story may have been trying to kill her, in which case she only acted to defend herself. With a few adjustments, she would work well as an "ice sorceress" in a generic fantasy campaign.

Ja'far ibn-Nur

(100 points)

Age 26; 5'5", 130 lbs.; short black hair, brown eyes, tanned skin; a short, nervous-looking Arab man with a sparse beard.



ST 10 [0], DX 14 [45], IQ 12 [20], HT 10 [0]

Basic Speed 6.00, Move 7.

Dodge 6, Parry 6.

Advantages: Night Vision [10].

Knacks: Invisibility [24]; Locksmith [20].

Disadvantages: Cowardice [-10]; Greed [-15]; Status -1 [-5]; Unluckiness [-10].

Quirks: Doesn't trust sealed bottles; Has no idea who is father was ("ibn-Nur" is a made-up name); Only uses his knacks when he's desperate; Thinks he's been cursed; Won't touch anything reputed to have belonged to a wizard. [-5]

Skills (TL3 where applicable): Climbing-13 [1]; Fast-Talk-12 [2]; Gambling-12 [2]; Hold-out-12 [2]; Knife-15 [2]; Lockpicking-16 [10]; Running-8 [1]; Stealth-15 [4]; Street-wise-12 [2]; Traps (from Lockpicking default)-13 [0].

Languages: Arabic (native)-12 [0].

Equipment: Fine large knife (cut 1d-1, imp 1d-1); Good-quality lockpicks (+1); Grapnel; Pouch of silver (\$615); Rope (30').

JA'FAR IS A THIEF who specializes in defeating locks and other gadgets designed to keep people out. Early in his career, he unknowingly robbed a wizard. While examining his loot, he noticed a copper bottle, broke the seal . . . and released a djinni! When Ja'far demanded a reward, the djinni offered him three wishes. Ja'far wished to be wealthy, to be invisible to guards and to be able to open any lock. He ended up with a huge chest of gold and two magical knacks that he had no idea how to use. As he staggered along with his chest, he ran into the wizard's guards, who beat him and confiscated the gold.

Ja'far is now no better off than he was before, but he has figured out how to use his knacks; however, he avoids doing so unless he has to, because he feels that they are associated with a curse laid on him by the wizard, the djinni or both.

KNACK WIZARD

"And sure th' Eternal Master found His single talent well employ'd."

— Samuel Johnson, "Verses on the Death of Mr. Robert Levet"

FANTASY IS FULL of characters who have the innate ability to cast spells even though they've never studied magic. A wealth of examples can be found in Piers Anthony's *Xanth* series, where book-learned sorcery doesn't exist at all but everyone is born with a unique magical talent. Similarly, *GURPS Fantasy Bestiary* contains a number of mythical beasts who have inherent magical powers. *GURPS* calls this kind of wizardry "inherent magic"; the innate spells themselves are called "knacks." A "knack wizard" is someone who has several of these wild talents and who has built a magic-using career around them.

The knack wizard differs from other wizards in many ways. He is as likely as anyone else to have Magery or Power Investiture, but these gifts have no effect on his knacks. Since knacks aren't learned, education and intelligence are also irrelevant. A knack wizard has several advantages, too: he ignores prerequisites (giving him ready access to powerful abilities), his magic requires no rituals and his spells work automatically if he touches his subject. On the other hand, he has an extremely limited repertoire, cannot acquire new knacks and cannot improve his skill to benefit from reduced energy cost or casting time.

We've offered an open template below for two reasons. First, the knack wizard isn't really an archetype. *Anyone* can be born with a few knacks, and these needn't be related to one another or one's other gifts. The only thing we know for sure is that a knack wizard has knacks; nothing else is prescribed. Second, the number of possible knacks is staggering. Combined with the fact that knacks operate independently of IQ, Magery and prerequisites, this prevents us from imposing any real structure on the knack wizard. All we can do is recommend that he be given several knacks and not just one.

There are many ways to build a knack wizard. One method is to start with a mundane career, assume that the wizard chose that career because of some handy knacks, and pick his knacks last. For instance, you might envisage a healer, decide that he was channeled into that profession because he had several knacks from the Healing college, and *then* choose his knacks. Another technique is to select some knacks first and work out their effects on the wizard's personality and career choices. For example, someone born with a Flame Jet knack might become a pyromaniac battle wizard! You may even wish to build your wizard according to one of the other templates in this book, but use the points set aside for IQ, Literacy, Magery, and spells to buy knacks instead, focusing on the spells recommended by that template.

Attributes: Attributes do not directly interact with knacks, but a wizard whose knacks have a high fatigue cost should have a decent ST score. Also be sure to give him attributes that suit his profession: ST for a blacksmith, IQ for a merchant, and so on.

Advantages: Knacks are absolutely required, preferably *many* knacks if the character is going call himself a wizard. As pointed out above, these should mesh with his other abilities at least moderately well. Advantages that suit his profession are also a good choice. In addition, extra Fatigue is handy for powering spells and Mana Enhancer lets you use your knacks even when there's no mana (and may even be viewed as a knack itself). Mana Damper and Magic Resistance are *not* permitted to PCs with knacks!



Mark Rider-Haggard (200 points)

Age 18; 6', 155 lbs.; white hair, pink eyes, pale skin; thin man with protruding teeth and dark circles under his eyes, wearing a dirty, threadbare black cape.

ST 12 [20], DX 12 [20], IQ 10 [0], HT 12 [20]

Basic Speed 6.00, Move 6.

Dodge 6, Parry 8.

Advantages: Extra Fatigue 5 [15]; Luck [15].

Knacks: Body of Air [16]; Mage-Stealth [10]; Might [40]; Night Vision [4]; Steal Health [60].

Disadvantages: Albinism [-10]; Delusion ("I am a vampire!") [-15]; Pyrophobia [-5]; Ugly [-10].

Quirks: Bites his victim when using Steal Health; Covered with clods of dirt (from sleeping in a soil-filled coffin); Dislikes garlic; Melodramatic; Wears a tattered cape. [-5]

Skills (TL5 where applicable): Acting-9 [1]; Area Knowledge (London)-12 [4]; Brawling-13 [2]; Intimidation-12 [6]; Knife-12 [1]; Make-Up-10 [1]; Shadowing-10 [2]; Stealth-13 [4]; Wrestling-13 [4].

Languages: English (native)-10 [0].

Equipment: Cheap book of horror stories; Tattered cape; Very fine small knife, taken from a surgeon (cut 1d+1, imp 1d).

MARK believes he's a vampire. Just like the vampires in the stories, he can assume vaporous form, perform spectacular feats of strength, move silently, and see in the dark. He can't stand fire, daylight or garlic. Most important, he has fangs, and can suck the life out of people with a bite! He stalks Victorian London by night, seeking victims to feed on.

In reality, Mark has wild magical talents, protruding teeth, albinism and severe mental problems. Dressed in a cape, he roams Limehouse and ambushes unwary Londoners; strangling and stabbing them, stealing their life energy with his magic and then bleeding them dry. Scotland Yard hasn't linked Mark to the killings; luck always seems to be on his side. Meanwhile, word on the street is that there really is a vampire on the loose.

Disadvantages: These might reflect the effects of living with a knack, or have something to do with the wizard's profession. One common disadvantage is the Delusion, "I am a mage!" This may be worth -5 or -10 points, depending on the severity of the Delusion. The GM may choose to permit unusual disadvantages that are closely related to a knack; e.g., a character with knacks from the Fire College may have the Unnatural Feature of glowing red eyes and Vulnerability to cold and water.

Skills: The wizard should have skills suitable to his background and profession. If a knack requires a specific Magical skill to be useful, it's unlikely that the wizard would grow up without developing that skill (e.g., Body Sense, Flight, Illusion Art, Magic Jet). The same goes for skills that would be *enhanced* by a knack: a wizard with the knack of Mage-Stealth will probably know Stealth, and one with Locksmith will quickly teach himself Lockpicking.

Customization Notes

- Certain knacks (Lend Strength, Shapeshifting, most Enchantment spells) are forbidden by the rules; the GM may choose to forbid other spells as well, especially those that produce the effects of advantages for cheap. Players should be sure to discuss each knack with the GM before purchasing it.
- Generally, it's more satisfying to choose a number of low-cost knacks than it is to buy a single, expensive one. On the other hand, an appropriately impressive knack will almost guarantee the wizard's niche in the campaign.
- Several optional rules are presented below for knacks. Players should ask the GM which of these (if any) are being used.
- The issue of whether knacks can be *added* or *modified* in play is up to the GM. Players should ask the GM how he plans to handle these things before making a knack wizard. GMs with **GURPS Magic Items** may wish to let characters add knacks by purchasing "knack tattoos" (p. MI62).



Robert Scott (125 points)

Age 29; 6', 167 lbs.; red hair, blue eyes, freckled face; a white man wearing African beads. Strange scars adorn his face.

ST 11 [10]. DX 13 [30]. IQ 13 [30]. HT 12 [20]

Basic Speed 6.25. Move 5.

Dodge 5. Parry 7.

Advantages: Charisma +1 [5]; Rapid Healing [5].

Knacks: Breathe Water [8]; Find Direction [5]; Great Voice [4]; Missile Shield [8]; Umbrella [2].

Disadvantages: Code of Honor (Pirates') [-5]; Greed [-15]; Sense of Duty (His crew) [-5]; Social Stigma (Outlaw) [-15].

Quirks: Drinks very little alcohol; Intolerant of slavery; Likes Africans; Loves to travel; Observes mysterious religious practices. [-5]

Skills (TL5 where applicable): Area Knowledge (Dahomey Kingdoms)-12 [½]; Area Knowledge (Red Sea & Malabar Coast)-14 [2]; Area Knowledge (St. Mary's)-12 [½]; Black Powder Weapons (Flintlock Pistol)-16* [2]; Boating-12 [1]; Brawling-13 [1]; Carousing-12 [2]; Climbing-12 [1]; Gunner (Cannon)-14* [1]; Intimidation-12 [1]; Knife-13 [1]; Leadership-14† [2]; Meteorology-12 [1]; Navigation-13 [4]; Sailor-12 [1]; Seaman-ship-13 [1]; Shiphandling-14 [6]; Short-sword-14 [4]; Streetwise-12 [1]; Survival (Island/Beach)-12 [1]; Survival (Jungle)-12 [1]; Swimming-13 [1]; Tactics (Naval)-14 [6].

* Includes +2 for IQ.

† Includes +1 for Charisma.

Languages: Dutch-11 [½]; English (native)-13 [0]; Portuguese-11 [½].

Equipment: African beads; Buff coat (PD 2, DR 2); Cutlass (cut 1d+1, imp 1d-1); .51 naval pistols (cr 2d-1; see p. HT107); Heavy boots (PD 2, DR 2).

ROBERT IS A YOUNG pirate captain with a commanding voice and unerring sense of direction. He and his mates operate in the Red Sea and along the east coast of Africa, and are frequently seen in port at St. Mary's. Robert spent some time on the African mainland as a youth, and was supposedly given magical powers by a Dahomey sorcerer. No one knows if that's true, but it has been offered as an explanation for why he never gets soaked by rain or salt spray. Some of his companions claim that it isn't just rain that avoids him: in one battle, they saw a merchant captain fire a pistol at him from a yard away and miss!

Using This Character

The knack wizard can be a lot of fun for the player who wants to play a wizard but who doesn't want to deal with colleges, prerequisites, rituals, etc. One thing to keep in mind is that the successful knack wizard has to be *creative*, applying his limited repertoire in new and interesting ways. Players who aren't interested in this should probably avoid playing knack wizards.

One benefit of the knack wizard is that he can do exactly what he wants without learning prerequisites that don't fit his character conception. This makes this character type especially suitable for modern-day or horror campaigns, where it's often appropriate for someone to have "wild talents" without being able to cast the dozens of subsidiary spells that would otherwise have to be learned.

Optional Rules for Knacks

By default, knacks work as discussed on pp. M96-97. In summary, a knack is a spell taken as an advantage. Its point cost is 2% of the energy cost to enchant the item for that spell. This buys the ability to cast the spell at skill 15, but a die roll is only required if the spell is either resisted or cast at range (not touch). Rituals aren't required, but casting time and energy cost are as usual for the spell. Energy cost *isn't* reduced for skill, but cost and casting time can be reduced using Power and Speed, respectively; add the energy cost of these enchantments to the item's energy cost when calculating the point cost of the knack. Final point cost doubles if the item would only work for a mage. If the item is "touch-only," doubling the cost lets the knack work at range.

Several optional rules can be used to change the way knacks work:

A Mage is a Mage. The cost of "mage-only" knacks isn't doubled for characters with Magery. This can save a lot of points, and will make knack wizards far more powerful.

Enhancements and Limitations. Knacks can be modified by the enhancements and limitations listed on pp. CI107-112, P27-30 or SU49-54. Only modifiers that would normally apply to advantages are permitted; as always, the GM has the final say. If permitted, Reduced Fatigue Cost (+20%/level) will almost always be far cheaper than Power! Instantaneous should *not* be allowed, but the GM may wish to introduce "Takes Less Time" (+20%/level) to replace Speed, with each level halving casting time.

Magery Increases Skill. Characters with Magery may add their Magery level to their knack's skill level (15) in situations where that would make a difference. This is unlikely to lead to abuse. Note that a character with Magery and knacks can also learn spells, but since a knack isn't understood, it can't be used as a prerequisite for learned spells.

Trading Points for Skill. Just as energy can be traded for skill when enchanting (p. M15), points can be traded for higher skill with a knack: +20% to cost gives +1 skill (16), +40% gives +2 (17), +60% gives +3 (18), +100% gives +4 (19) and each additional +100% gives another +1 skill. If *Magery Increases Skill* is used, the two bonuses add. If enhancements and limitations are in use, treat this additional cost like an enhancement. Note that there's little advantage to increasing the skill of a knack that you'll never have to roll for!



Mi

(100 points)

Age 19; 5'1", 104 lbs.; tiny Sahudese woman in leather armor with mysterious tattoos all over her body, especially her hands.

ST: 11 [10] **IQ:** 10 [0] **Speed:** 6.25
DX: 14 [45] **HT:** 11 [10] **Move:** 7
Dodge: 7 (or Blink) **Parry:** 11 (or Iron Arm)

Advantages

Combat Reflexes [15].

Knacks

Blink [16]; Iron Arm [12]; Shatter [10].

Disadvantages

Impulsiveness [-10]; Shyness (mild) [-5]; Struggling Wealth [-10]; Vow (Never use weapons) [-15].

Quirks

Humble; Incompetent at Teaching; Likes cats, and carries on one-sided conversations with them; Prays to the sun every morning; Slightly claustrophobic. [-5]

Skills

Acrobatics-12 [1]; Body Language-10 [4]; Body Sense-13 [2]; Camouflage-10 [1]; Climbing-12 [½]; Cooking-10 [1]; First Aid/TL3-10 [1]; Hiking-10 [1]; Judo-14 [4]; Jumping-14 [1]; Karate-15 [8]; Running-8 [½]; Stealth-13 [1].

Languages

Anglish-8 [½]; Arabic-8 [½]; Sahudese (native)-10 [0].

Equipment

Chiron unguents (2); Clay amulet on leather thong, enchanted with Bless +1; Leather armor enchanted with Deflect +1, Fortify +1 and Lighten (25%) (PD 3, DR 3); Purse of silver (\$70).

Description

MI IS A SAHUDESE adventurer who left home for reasons unclear to anyone from the south. As far as her acquaintances can make out through her thick accent, she was some kind of scout in Sahud, but she appears to be better at fisticuffs than scouting. That's not to say she's a thug; she's actually a polite, somewhat shy woman with decent manners. It just happens that she's very good at thrashing people twice her size using nothing but her hands and feet.

Mi has also mastered certain "mystic arts": the art of warding off weapons with bare hands, the art of evading attacks by moving out of the way at impossible speed and the art of obliterating inanimate objects with a light punch. By all accounts, these appear to be magical abilities, but there are no rituals involved. Mi claims that they result from her initiation into a warrior temple. The details of the story are incomprehensible, but it's clear that the process involved tattoos and monks.

Many people have tried to get Mi to teach them the fabled fighting arts of the north. She has happily obliged, but she's a dreadful teacher. She either acts as though she's merely reminding her students of lessons they've already learned, or else she refers to things they can't understand ("Like Gold Dragon Punch, only more yin."). Her shyness and poor grasp of Anglish haven't helped, either.

Mi is presently traveling in the company of other Sahudese adventur-



ers, including a wizard and a variety of warriors, none of whom are any easier to understand than she is.

If the GM permits Sahudese PCs, Mi would be suitable for a 100-point *GURPS Fantasy* campaign. She'd be a good choice for a new player who wants an effective fighter but who doesn't know the system well. Since her Blink and Iron Arm knacks are cast on herself, she doesn't have to roll for them, which means she can use them without risk of failure! This greatly increases her odds of survival. Mi could also be used as a NPC, and sadistic GMs may wish to inflict her on PCs who want to learn Judo and Karate (between her Incompetence and Shyness, her effective Teaching default is 0).

Mi's character story hints at the existence of knack tattoos (p. MI62). If the GM wishes, she may be a valuable clue in the search for the wizards who guard that secret. Note that the existence of knack tattoos implies that knacks can be added and modified in play. This can produce some *powerful* effects. Imagine if Mi added 2 points of Power [20] to Blink, a point of Power [10] to Iron Arm and a point of Speed [10] to Shatter. She could then use her Blocking spells *effortlessly* and cast Shatter without having to concentrate!

With a few small changes, Mi could be a martial artist in a *China* or *Japan* campaign with fantasy elements, or in a cinematic *Martial Arts* game (in which case the GM should expand upon her fighting style).

Sergeant Bey (150 points)

Age 38; 5'9", 165 lbs.; black hair, brown eyes, brown skin; stocky man with a neatly-trimmed beard and moustache.

ST 11 [10], DX 12 [20], IQ 15 [60], HT 11 [10]

Basic Speed 5.75, Move 5.

Dodge 5, Parry 6, Block 6.

Advantages: Legal Enforcement Powers [10]; Literacy [10]; Magery 2 [25]; Reputation +2 (In Tredroy) [5].

Disadvantages: Cannot Harm Innocents [-10]; Duty (15 or less) [-15]; Honesty [-10]; Workaholic [-5].

Quirks: Avoids violent confrontations; Teetotaler; Hates being addressed as "sarge"; Keeps his breastplate shiny and his sword well-oiled; Tips his helmet to ladies. [-5]

Skills (TL3 where applicable): Area Knowledge (Tredroy)-15 [1]; Brawling-12 [1]; Broadsword-12 [2]; Criminology-13 [½]; Detect Lies-13 [1]; First Aid-14 [½]; Holdout-13 [½]; Interrogation-14 [1]; Intimidation-13 [½]; Law-13 [1]; Law Enforcement-15 [2]; Riding (Horse)-11 [1]; Shield-12 [1]; Stealth-11 [1]; Streetwise-13 [½]; Wrestling-12 [2].

Languages: English-14 [1]; Arabic (native)-15 [0]; Patois-14 [½].

Spells* (1 point each): Analyze Magic-15; Aura-15; Beast-Soother-15; Dark Vision-15; Detect Magic-15; Haste-15; Hinder-15; History-15; Identify Spell-15; Infravision-15; Keen Eyes-15; Know Illusion-15; Light-15; Mind-Reading-15; Mind-Sending-15; Persuasion-15; Rooted Feet-15; See Invisible-15; See Secrets-15; Seek Earth-15; Seek Water-15; Seeker-15; Sense Emotion-15; Sense Foes-15; Simple Illusion-15; Trace-15; Truthsayer-15.

* Includes +2 for Magery.

SERGEANT BEY SERVES ON Tredroy's Watch, not as a man-at-arms, but as a wizardly detective. He's not a Mages' Guild member (to avoid a conflict of interest), but the Guild sees to it that Bey isn't tied up by petty jurisdictional wrangles, which accounts for his relatively sweeping legal powers. Bey is popular in Tredroy; he's honest, courteous, hard-working and rarely resorts to violence. He's also not swayed by prejudice: although he was born in al-Wazif and is nominally Muslim, he's a strictly secular law enforcer when he's on the job, which is almost all the time.



LAW ENFORCER

"I fought the law and the law won . . ."

— Sonny Curtis, of the Crickets

EXCEPT IN TOTALLY lawless lands, for every wizardly thief (p. 124), dishonest illusionist (p. 60), dastardly assassin (p. 24) or foul necromancer (p. 80), there will be a wizardly law enforcer trying to protect society. Lawmen in a fantasy world *need* a wizard on the squad to deal with magic-using scum. Even when dealing with mundane crooks, magic can make it *far* easier to solve a crime, and serves the same purpose as modern police gadgets like radios, lie detectors, stun guns and pepper spray.

There are many kinds of law enforcers. Constables or watchmen are the most common: they patrol an area, looking for crimes in progress and arresting the suspects. Detectives or investigators usually arrive after the fact to piece the clues together and track down the perpetrators. Marshals and sheriffs are emissaries of the justice system, and carry out court orders, serve legal notices, and represent law and order in remote parts. Wardens have nearly complete authority over a protected area (like a forest) or a state facility (like a prison). Finally, there are "special agents" who are trained in advanced tactics or techniques, or who are given more extensive legal powers, including the "secret police" of many authoritarian regimes.

Law enforcers *aren't* soldiers or spies. Their role is to keep the peace and uphold society's view (or at least society's leaders' view) of civil order. This sometimes leads to violence or human-rights violations (think of Hitler's Gestapo), but the ostensible goal is to protect society from the dangerous elements within its own borders. Law enforcers are usually armed, but not to defend against foreign troops. While they sometimes arrest spies and engage in surveillance, they are not espionage agents. There are always exceptions: lawmen often serve as a militia (like fantasy/medieval city guards) or reserve unit (like the KGB), the military usually has its own police force, and authoritarian states commonly have agencies which combine police, paramilitary and espionage functions.

A special consideration for wizardly cops is the legal status of magically-obtained information. Information spells give the caster a glimpse of insight, but provide no hard evidence. Other spells violate individual rights (e.g., Mind-Search). A nation with a humane or moral justice system might not consider information gathered this way to be evidence, in which case these spells have a status similar to lie detectors in our own society: tools that can point the way to evidence that *is* admissible. Authoritarian regimes, or those governed by wizards, may have no such qualms. They may even use mind control to force "confessions" . . .

Design Notes

Attributes: In addition to a decent IQ (13), we buy an 11 in ST, DX and HT, since law enforcers are usually expected to meet above-average physical requirements.

Advantages: Legal Enforcement Powers, Literacy and Magery are all essential. We also set aside points for advantages that reflect a talented (Alertness, Intuition, more Magery), elite (Legal Immunity, more Legal Enforcement Powers) or highly-regarded (Reputation) officer.

Disadvantages: We require a Duty, and offer a choice between "good cop" (Cannot Harm Innocents, Charitable, Honesty, Sense of Duty) and "bad cop" (Odious Personal Habit, Secret) disadvantages, as well as some stereotypical traits (Curious, Intolerance, Workaholic).



Primary Skills: A law enforcer learns how to make an arrest and handle evidence (Law Enforcement), knows his beat (Area Knowledge), and can question witnesses and prisoners (Detect Lies and Interrogation). Most are also trained in techniques for dealing with dangerous criminals and mobs, so we set aside some points for Combat/Weapon skills and Tactics as well.

Secondary Skills: We add Holdout skill to spot (or carry!) concealed weapons, Law to cover the philosophy behind the procedure, and a choice of Social skills for dealing with people day-to-day (Diplomacy, Intimidation, Streetwise).

Background Skills: Most lawmen know how to assist a wounded citizen or fellow officer, so we add First Aid. Stealth covers basic sneaking around, which is useful at times. Criminology or Forensics covers the science of police work. Finally, we add a choice between Riding or Running for chasing down criminals.

Spells: Our choices are largely “investigative” spells like Analyze Magic, Aura, History, Keen Eyes, Mind-Reading, See Secrets, Seeker and Truthsayer. We also include some specialized spells: Beast-Soother for dealing with guard animals, Haste for catching fleeing crooks (plus Hinder and Rooted Feet to prevent them from fleeing), Infravision and Light for the night shift, Know Illusion for penetrating Illusion Disguise, Mind-Sending to call for help, and See Invisible to spot invisible felons.

Law Enforcer [125 points]

Attributes: ST 11 [10], DX 11 [10], IQ 13 [30], HT 11 [10].

Advantages: Legal Enforcement Powers [5], Literacy [10], Magery 1 [15] and 20 points chosen from Alertness [5/level], Intuition [15], Legal Immunity [5 to 15], Reputation, or a higher level of Legal Enforcement Powers [5 or 10] or Magery [10 or 20].

Disadvantages: A total of -30 points that *must* include a Duty (at least 9 or less) [-5 to -15], plus one or more of Cannot Harm Innocents [-10], Charitable [-15], Curious [-5 to -15], Honesty [-10], Intolerance (Criminals) [-5], Odious Personal Habit (Authoritarian) [-5], Secret (On the take) [-10], Sense of Duty [-5 to -15] and Workaholic [-5].

GURPS Illuminati

Agent Jane Doherty (125 points)

Age 28; 5'7", 137 lbs.; auburn hair, green eyes, freckled skin; ordinary-looking woman in plain clothing.

ST 10 [0], DX 12 [20], IQ 14 [45], HT 11 [10]

Basic Speed 5.75, Move 5.

Dodge 5, Parry 8.

Advantages: Intuition [15]; Legal Enforcement Powers [10]; Magery 1 [15].

Disadvantages: Curious [-10]; Duty (12 or less) [-10]; Secret (Works for part of FBI that “doesn’t exist”) [-5]; Weirdness Magnet [-15].

Quirks: Almost annoyingly keen about doing her job; Computer geek; Does not realize that she casts spells – calls it all her “sixth sense”; Hates her freckles; Wears functional and unflattering clothes. [-5]

Skills (TL7 where applicable): Area Knowledge (USA)-13 [½]; Computer Operation-14 [1]; Conspiracy Theory-12 [2]; Detect Lies-13 [2]; Diplomacy-12 [1]; Driving (Car)-12 [2]; Electronics Operation (Sensors)-12 [½]; First Aid-13 [½]; Forensics-12 [1]; Guns (Pistol)-14+ [1]; Holdout-12 [½]; Interrogation-13 [1]; Judo-12 [4]; Karate-12 [4]; Law-12 [1]; Law Enforcement-14 [2]; Occultism-13 [1]; Stealth-12 [2]; Tactics-12 [1].

† Includes +2 for IQ.

Languages: English (native)-14 [0].

Spells* (1 point each): Analyze Magic-13; Aura-13; Beast-Soother-13; Dark Vision-13; Detect Magic-13; Haste-13; Hinder-13; History-13; Identify Spell-13; Infravision-13; Keen Eyes-13; Know Illusion-13; Light-13; Mind-Reading-13; Mind-Sending-13; Persuasion-13; Rooted Feet-13; See Invisible-13; See Secrets-13; Seek Earth-13; Seek Water-13; Seeker-13; Sense Emotion-13; Sense Foes-13; Simple Illusion-13; Trace-13; Truthsayer-13.

* Includes +1 for Magery.

AS A TEENAGER, Jane helped the local authorities as a “police psychic.” She occasionally had a dream (or perhaps a lucky guess) that the local Sheriff’s Department found useful, and she was never shy about calling them up. Of course, the Federal Bureau of Investigation had agents whose job it was to find gifted people like Jane before *others* did. They discovered Jane while pouring over case reports and tracked her down first. The Bureau promptly offered her employment as a “paranormal investigator” for the FBI. Thrilled at the opportunity, Jane took the job and now enthusiastically investigates all manner of weird cases, using her “sixth sense” to help. Jane doesn’t realize that all the weirdest things only happen when she’s around. Her employers do, but they haven’t told her that . . .

GURPS Old West

Marshal Dutch Zauber (125 points)

Age 34; 5'11", 155 lbs.; sandy hair, ice-blue eyes, weather-beaten complexion; slim man with a pistol and whip.

ST 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]

Basic Speed 6.00, Move 6.

Dodge 6, Parry 8.

Advantages: Legal Enforcement Powers [10]; Magery 2 [25]; Reputation +3 (In Skeleton Creek) [5].

Disadvantages: Code of Honor (Code of the West) [-10]; Duty (15 or less) [-15]; Honesty [-10]; Sense of Duty (Personal friends and neighbors) [-5].

Quirks: Always carries a whip; Believes Indian stories about the powers of spirits and shamans, and respects their sacred places; Not interested in marrying; Takes jokes about his accent into stride; Won't talk about life back east. [-5]

Skills (TL5 where applicable): Area Knowledge (Skeleton Creek)-13 [1]; Brawling-13 [1]; Criminology-12 [1]; Detect Lies-12 [2]; Fast-Draw (Pistol)-13 [1]; First Aid-13 [1]; Guns (Pistol)-15+ [1]; Guns (Rifle)-15+ [1]; Holdout-12 [1]; Interrogation-12 [1]; Intimidation-12 [1]; Law-12 [2]; Law Enforcement-13 [2]; Occultism-12 [1]; Riding (Horse)-11 [1]; Stealth-12 [1]; Streetwise-12 [1]; Whip-13 [2].

† Includes +2 for IQ.

Languages: English-12 [1]; German (native)-13 [0].

Spells* (1 point each): Analyze Magic-13; Aura-13; Beast-Soother-13; Dark Vision-13; Detect Magic-13; Haste-13; Hinder-13; History-13; Identify Spell-13; Infravision-13; Keen Eyes-13; Know Illusion-13; Light-13; Mind-Reading-13; Mind-Sending-13; Persuasion-13; Rooted Feet-13; See Invisible-13; See Secrets-13; Seek Earth-13; Seek Water-13; Seeker-13; Sense Emotion-13; Sense Foes-13; Simple Illusion-13; Trace-13; Truthsayer-13.

* Includes +2 for Magery.

KURT "DUTCH" ZAUBER is town marshal of Skeleton Creek and a sheriff's deputy. An Easterner with German roots, a thick accent and a college education, he's a bit of a curiosity; however, he refuses to discuss his roots (rumor has it that he's descended from Massachusetts witches) and has truly embraced the Western way of life. Dutch was regarded as being an unremarkable lawman until the winter of '73, when some yahoos disturbed an Indian burial ground and set off a plague of zombies. He and the local shaman dealt with it quickly, after which everyone respected him – mostly because they feared a man who wasn't fazed by the walking dead.

Primary Skills: Area Knowledge (Beat) (M/E) IQ-1 [½]-12, Detect Lies (M/H) IQ-1 [2]-12, Interrogation (M/A) IQ-1 [1]-12, Professional Skill: Law Enforcement (M/A) IQ [2]-13, and 6 points in Combat/Weapon skills and Tactics (M/H).

Secondary Skills: Holdout (M/A) IQ-2 [½]-11, Law (M/H) IQ-2 [1]-11, and 2 points in Diplomacy (M/H), Intimidation (M/A) and Streetwise (M/A).

Background Skills: First Aid/TL3 (M/E) IQ-1 [½]-12, Stealth (P/A) DX-1 [1]-10, one of Criminology/TL3 (M/A) IQ-2 [½]-11 or Forensics/TL3 (M/H) IQ-3 [½]-10, and one of Riding (Horse) (P/A) DX-1 [1]-10 or Running (P/H) HT-2 [1]-9.

Spells* (base spell level 12): One point was spent on each of the following spells:

Animal [1]: Beast-Soother-12.

Body Control [2]: Hinder-12, Rooted Feet-12.

Communication and Empathy [6]: Mind-Reading-12, Mind-Sending-12, Persuasion-12, Sense Emotion-12, Sense Foes-12, Truthsayer-12.

Earth [1]: Seek Earth-12.

Illusion and Creation [2]: Know Illusion-12, Simple Illusion-12.

Knowledge [8]: Analyze Magic-12, Aura-12, Detect Magic-12, History-12, Identify Spell-12, See Secrets-12, Seeker-12, Trace-12.

Light and Darkness [4]: Dark Vision-12, Infravision-12, Light-12, See Invisible-12.

Mind Control [1]: Keen Eyes-12.

Movement [1]: Haste-12.

Water [1]: Seek Water-12.

* Spells include +1 for Magery.

Customization Notes

- Special agents should buy skills accordingly: Armoury, Animal Handling, Leadership, Research and many others are appropriate.
- When customizing, keep the wizard's role in mind: a detective might learn a Divination spell, while a forest warden could find many uses for Plant spells.
- Wizards with Magery 2+ have access to more powerful spells. Compel Truth is an obvious choice, but imagine a mage with Summon Spirit, who can actually "ask" a murder victim who killed him!

Using This Character

This template was designed to create formidable (125-150 point) law-enforcer NPCs for a 100-point fantasy game, but at the same time be useful for PCs in higher-powered games. One option is a campaign where *all* the PCs are lawmen, in which case the GM may declare some of the traits on the template to be "campaign requirements." The effects of Legal Enforcement Powers are up to the GM; players should always ask before creating a law enforcer.



Persea Blackbolt

(175 points)

Age 41; 5'4", 120 lbs.; short, dark and incredibly menacing woman wearing a black tabard with a blood-red cross on it.

ST: 10 [0] **IQ:** 15 [60] **Speed:** 6.00
DX: 13 [30] **HT:** 11 [10] **Move:** 5
Dodge: 5 **Parry:** 7

Advantages

Legal Enforcement Powers [15]; Literacy [10]; Magery 2 [25].

Disadvantages

Duty (12 or less) [-10]; Intolerance (Corrupt nobles, spies and defectors) [-5]; Odious Personal Habit (Authoritarian) [-5]; Overconfidence [-10]; Sense of Duty (The state) [-10].

Quirks

Fascinated by new-and-improved crossbow technology; Pays lip service to Christianity; Sees "the state" as being the Emperor and the people – has no love for the nobility; Thinks the Latin language is for affected prigs; Trademark: uses black crossbow bolts. [-5]

Skills

Area Knowledge (Megalos)-15 [1]; Armoury/TL3 (Crossbows)-14 [1]; Buckler-14 [2]; Criminology/TL3-14 [1]; Crossbow-16 [8]; Detect Lies-14 [2]; Fast-Talk-14 [1]; Forensics/TL3-14 [2]; Holdout-14 [1]; Interrogation-15 [2]; Intimidation-14 [1]; Law-13 [1]; Law Enforcement-14 [1]; Riding (Horse)-12 [1]; Shortsword-14 [4]; Stealth-12 [1].

Languages

English (native)-15 [0].

Spells* (1 point each, except where noted):

Analyze Magic-15; Apportation-15; Aura-15; Compel Truth-15; Dark Vision-15; Death Vision-15; Detect Magic-15; Glass Wall-15; Haste-15; Hinder-15; History-15; Identify Spell-15; Infravision-15; Itch-15; Keen Eyes-15; Know Illusion-15; Lend Strength-15; Light-15; Lockmaster-15; Mind-Reading-15; Mind-Search (VH)-15 [2]; Mind-Sending-15; Pain-15; Persuasion-15; Recover Strength-15; Rooted Feet-15; See Invisible-15; See Secrets-15; Seek Earth-15; Seek Water-15; Seeker-15; Sense Emotion-15; Sense Foes-15; Simple Illusion-15; Spasm-15; Summon Spirit-15; Trace-15; Truthsayer-15; Wizard Eye-15.

* Includes +2 for Magery.

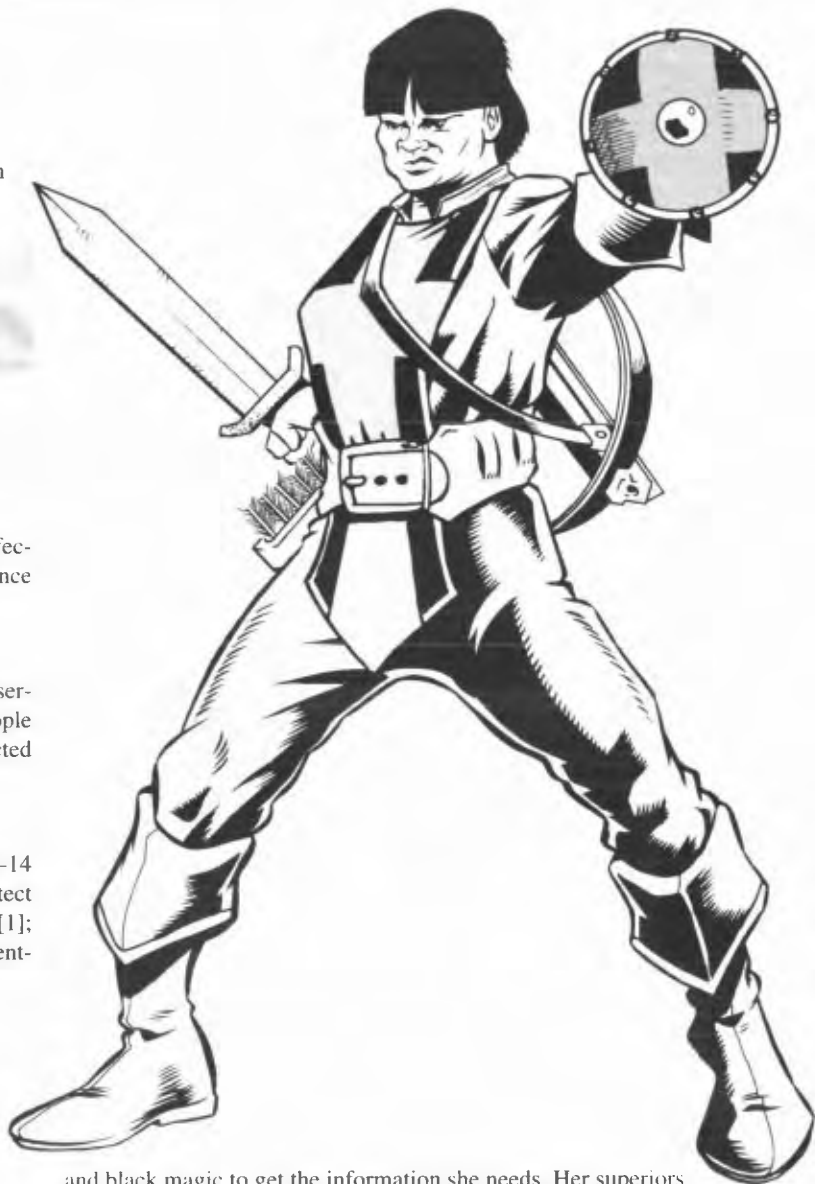
Equipment

Buckler (PD 1); Composite repeating crossbow with crossbow sight (Malf. 14, imp 1d+1, SS 10, Acc 5, ½D 200, Max. 250, RoF 1, Shots 10, Rcl -2); Leather armor (PD 2, DR 2); Quiver with 10 fine bolts (+1 damage); Shortsword (cut 1d, imp 1d-2).

Description

DEPENDING ON WHOSE ORDERS she's acting on, Persea is known as an inquisitor, *quaestor* or "truth seeker." Regardless of her title, she's a high-placed law enforcer who works directly for the Megalan Emperor and the Curia in turns. Her "job description" is rather broad. At various points in her career, she's been ordered to investigate corrupt nobles, apprehend foreign spies, capture defectors, intercept off-world visitors, and "eliminate" all of the above if arrest is not an option.

Persea is a skilled interrogator, and is not above using threats, torture



and black magic to get the information she needs. Her superiors turn a blind eye to this, figuring that it's better to have a single person of Persea's talents loyal to the state than a dozen people who aren't. She is also an excellent shot with the crossbow, and takes great pains to keep up to date on all the latest developments, including such gadgets as composite crossbows from al-Wazif, repeating crossbows from Sahud and various kinds of bow sights.

By nature, Persea is not terribly religious, but she's canny enough to defer to the Church and confess her (made-up) "sins" monthly to an appropriately-connected bishop. She affects no such respect for the secular nobility, however, and feels that if they were replaced by a civil service made up of commoners, a lot of corruption would disappear. Despite her hard-nosed approach, Persea *isn't* unjust or spiteful. She truly desires to protect the state from political criminals, and those who aren't guilty have little to fear from her.

Persea is designed to be a *powerful* NPC in a *GURPS Fantasy* campaign. With her position and power, she's not really appropriate as a PC. She could be a Patron to lesser law enforcers, an Enemy for a corrupt clergyman or noble, or even a Contact. Of course, she could also be a recurring "villain" if the campaign focuses on a group of spies, revolutionaries or corrupt nobility. With a few adjustments (notably a Secret disadvantage!), Persea could fit into a semi-historical fantasy campaign that focuses on Templars or the Inquisition.

Sung Leng-sha (150 points)

Age 32; 5'6", 125 lbs.; shaved head, brown eyes, golden skin; wiry Chinese man in loose-fitting jacket and pants.

ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10]

Basic Speed 6.00, Move 6.

Dodge 6, Parry 9.

Advantages: Enhanced Parry (Hands) [6]; Iron Hand (One hand) [10]; Magery 3 [35].

Disadvantages: Bloodlust [-10]; Code of Honor (Keep the style a secret) [-5]; Duty (To master; 9 or less) [-5]; Obsession (Become a master) [-10]; Struggling Wealth [-10].

Quirks: Assumes that he'll replace his master one day; Not philosophical at all; Overconfident; Somewhat fanatical about the superiority of hsing-yi; Takes practice shots at trees, doors, etc. [-5]

Skills: Acrobatics-11 [1]; Breath Control-10 [1]; Judo-12 [2]; Jumping-13 [1]; Karate-13 [4]; Leadership-12 [1]; Meditation-10 [1]; Savoir-Faire (Dojo)-12 [½]; Staff-11 [1]; Teaching-12 [1].

Languages: Keijia (native)-13 [0].

Maneuvers (*Hsing-yi Chuan*): Arm Lock-14 [1]; Axe Kick-12 [1]; Back Kick-12 [1]; Cat Stance-11 [½]; Hook Kick-13 [1]; Jump Kick-12 [1]; Kicking-13 [2]; Spin Kick-13 [1]; Spinning Punch-12 [1].

Spells* (1 point each, except where noted): Blur-14; Continual Light-14; Darkness-14; Deathtouch-15 [2]; Find Weakness-14; Great Haste (VH)-14 [2]; Haste-14; Hide-14; Hush-14; Ignite Fire-14; Infravision-14; Invisibility-14; Iron Arm-14; Itch-14; Keen Ears-14; Lend Health-14; Lend Strength-14; Light-14; Mage-Stealth-14; Might-15 [2]; Minor Healing-14; Missile Shield-14; Pain-14; Paralyze Limb-14; Purify Air-14; Resist Pain-14; Seek Earth-14; Seek Water-14; Shield-14; Silence-14; Sound-14; Sound Vision-14; Spasm-14; Strike Blind-14; Stun-14; Thunderclap-14; Weaken-14; Wither Limb-14.

* Includes +3 for Magery.

LENG-SHA STUDIES *hsing-yi*, the mysterious martial art of the Hunan province. He is a diligent student and quite loyal to his master, but he is also brutal, direct and quite convinced that when his master dies, the school will be his. In the mean time, he helps teach more junior students. Leng-sha specializes in punching, and his iron hand, combined with his Might and Deathtouch spells, make his blows truly deadly. He will use these abilities in a duel and has no qualms about killing.



MARTIAL ARTIST

"Mastering others requires force; Mastering the self requires enlightenment."

— Lao Tzu

A MARTIAL ARTIST is a special kind of warrior. His life revolves around mastering a fighting *art*: a combination of physical techniques and philosophy intended to prepare body, mind and spirit not only for combat, but for any challenge. This art is often mythical in origin and quite old, and commonly contains mystical elements as well. In many cases, the primary goal is to attain enlightenment, not to learn how to fight.

Many amazing powers have been attributed to martial-arts masters, including invisibility, superhuman strength and healing (or killing) with a touch. These usually stem from the manipulation of life energy (known in Asia as *chi*, *ki* or *prana*). There's a tendency in modern fiction and games to see this as a force apart from magic (i.e., *chi* is one thing, mana is another), but this distinction is arbitrary, even inaccurate. In most cultures, a master with such powers is a wizard, but a wizard who knows how to fight.

Like most games, *GURPS* assumes that *chi* isn't magic. It handles the powers of the legendary masters using "cinematic skills" that have nothing to do with Magery or spells; however, there's no good reason why spells can't serve the same purpose. There are several ways to handle the coexistence of magic and the mystical martial arts:

1. *Only martial artists can use magic.* Only those who practice the martial arts can know spells, which will be taught to gifted students (i.e., those with Magery). Spells fill the role of cinematic martial-arts skills and are the only supernatural powers in the setting.
2. *Any mage can use magic.* There are many kinds of wizards. Most of them will not be martial artists, but those who are will learn spells as part of their training. These will be the same spells used by other kinds of wizards.
3. *Only wizards use magic.* Magic has nothing to do with the martial arts. Cinematic skills are fueled by *chi*, spells are powered by mana. While they may produce similar effects, they aren't the same and they don't interact.

This template assumes case #2, although it can be adapted to case #1 as well. Case #3 is the "default" case in *GURPS*, but isn't conducive to magic-using martial artists. See pp. MA40, 140-141 for more information.

A Note on Literacy: There's no special tradition of literacy in the martial arts, and secrets are often passed on only by word of mouth or example. To reflect this, Literacy has been omitted from this template. It has been assumed that the cost doubling for illiterate wizards (p. M103) is cancelled out by the intensive training of the martial arts (pp. MA18-19), so that illiterate martial artists can learn spells at normal cost. This only applies to spells taught by the wizard's master! It is up to the GM to determine what these are, but the spells below should always be permitted.

Design Notes

Attributes: Mental and physical talent are equally important to a martial artist, so we select DX 13, IQ 13. Since he needs to be in good shape, we choose ST 11, HT 11 as well.

Note: GURPS Martial Arts is needed to make use of this template.

Will Leather-skin (150 points)

Age 33; 5'9", 155 lbs.; curly black hair, brown eyes, black skin; compact, alert-looking man in leather armor (but not armed).

ST 11 [10], **DX** 13 [30], **IQ** 13 [30], **HT** 11 [10]

Basic Speed 6.00. Move 6.

Dodge 6, Parry 9.

Advantages: Magery 3 [35]; Semi-Literacy [5]; Toughness (DR 1) [10].

Disadvantages: Code of Honor (Brigands') [-5]; Duty (To gang boss, 12 or less) [-10]; Status -2 [-10]; Vow (Never use weapons) [-15].

Quirks: Doesn't let on that he can (sort-of) read; Focuses on devastating, all-out maneuvers; Lacks subtlety; Rarely talks about his Legion days; Views highway robbery as "redistribution of wealth." [-5]

Skills: Area Knowledge (Megalos)-12 [½]; Boxing-14 [4]; Camouflage-12 [½]; Carousing-10 [1]; Intimidation-12 [1]; Karate-14 [8]; Stealth-12 [1]; Streetwise-12 [1]; Tactics-11 [1]; Teaching-12 [1]; Wrestling-12 [1].

Languages: Anglish (native)-13 [0].

Maneuvers (Pancratium): Arm Lock-14 [1]; Feint (Karate)-16 [2]; Hit Location (Karate)-13 [2]; Jab-13 [1]; Riposte (Karate)-11 [1]; Roundhouse Punch-13 [1]; Spinning Punch-13 [1]; Stamp Kick-13 [1].

Spells* (1 point each, except where noted): Deathtouch-14; Find Weakness-14; Great Haste (VH)-13; Haste-14; Hush-14; Ignite Fire-14; Iron Arm-15 [2]; Itch-14; Keen Ears-14; Lend Health-14; Lend Strength-14; Mage-Stealth-14; Might-15 [2]; Minor Healing-14; Missile Shield-15 [2]; Pain-14; Paralyze Limb-14; Purify Air-14; Resist Pain-15 [2]; Seek Earth-14; Seek Water-14; Shield-15 [2]; Silence-14; Sound-14; Sound Vision-14; Spasm-14; Stun-14; Thunderclap-14; Weaken-14; Wither Limb-14.

* Includes +3 for Magery.

WILL FORMERLY SERVED in the Legions, where he taught unarmed combat and personal protection spells to wizardly recruits. He also taught them that magic eliminated the need for weapons, which was against doctrine. He was eventually discharged for this. Bitter and hungry, he joined up with a gang of brigands, who were happy to add a wizard and unarmed combat expert to the team. Will has since proven that there are many situations where an unarmed man is more useful than an armed one, especially in the city.

Advantages: We choose Magery 2, a prerequisite for many spells that a martial artist should learn. In addition, we offer a choice of advantages useful in combat (Combat Reflexes, High Pain Threshold, Style Familiarity, Toughness), as well as "cinematic" advantages (Enhanced Block, Dodge or Parry; Iron Hand), Patron for those who can call upon their master, and Strong Will just because it fits the archetype well.

Disadvantages: We offer a choice of disadvantages that are common to martial artists: philosophical leanings (Code of Honor, Disciplines of Faith, Pacifism, Vow), Duty to a master, an Obsession with *becoming* a master, and poverty (a consequence of dedicating oneself to the martial arts instead of working for a living).

Primary Skills: These consist of whatever requirements the wizard's style imposes (see **GURPS Martial Arts**). We specify the non-cinematic form of the style, since spells (not cinematic skills) will be used to handle special abilities. We set aside 20 points for this.

Secondary and Background Skills: We keep these to a minimum. Options include Tactics skill and familiarity with weapons (Armoury), the human body (Physiology) or fighting styles (Style Analysis). Teaching skills (Leadership, Teaching) also fit and more esoteric abilities (Body Sense, Meditation, Sensitivity) are possible.

Spells: Great Haste allows multiple attacks, a staple cinematic martial-arts ability. Other spells simulate martial-arts skills (in parentheses): Deathtouch, Wither Limb (Pressure Secrets); Find Weakness, Weaken (Breaking Blow); Hide, Invisibility (Invisibility Art); Infravision, Sound Vision (Blind Fighting); Iron Arm, Shield (Precognitive Parry); Mage-Stealth (Light Walk); Might (Flying Leap, Immovable Stance, Power Blow, Push); Minor Healing (Yin/Yang Healing); Missile Shield (Parry Missile Weapons); Paralyze Limb (Pressure Points); Strike Blind (Blinding Touch); Stun (Hypnotic Hands); Thunderclap (Kiai).

Martial artists get basic training in all of these techniques, but individuals should put extra points into spells appropriate to their style.

Martial Artist [150 points]

Attributes: ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10].

Advantages: Magery 2 [25] and 15 points chosen from Combat Reflexes [15], Enhanced Block [6], Enhanced Dodge [15], Enhanced Parry [6 or 10], High Pain Threshold [10], Iron Hand [10 or 15], Patron (Master), Strong Will [4/level], Style Familiarity [1 to 15] and Toughness (DR 1) [10].

Disadvantages: A total of -30 points chosen from Code of Honor [-5 to -15], Disciplines of Faith (Asceticism) [-15] or (Monasticism) [-10], Duty (To master) [-2 to -15], Obsession (Become a master) [-10], Pacifism (Cannot harm innocents) [-10] or (Cannot kill/Self-defense only) [-15], Struggling or Poor Wealth [-10 or -15] and Vow (Never use weapons) [-15].



O-Hani (150 points)

Age 27; 4'11", 99 lbs.; black hair, black eyes, pale skin; petite Japanese woman, dressed as a beggar and carrying a staff.

ST 9 [-10], DX 14 [45], IQ 13 [30], HT 11 [10]

Basic Speed 6.25, Move 6.

Dodge 7, Parry 10.

Advantages: Combat Reflexes [15]; Magery 2 [25].

Disadvantages: Extremely Hazardous Duty (To clan), Secret (Ninja). [-40] *Note:* These disadvantages overlap, and are worth -40 points combined (see p. MA20).

Quirks: Doesn't kill anyone she isn't supposed to assassinate; Fakes literacy by scanning text and mumbling out loud; Prefers striking to grappling in unarmed combat; Quiet and humble; Will never use a gadget if she could use a spell. [-5]

Skills: Acrobatics-12 [1]; Blowpipe-12 [1]; Bow-12 [1]; Climbing-12 [½]; Disguise-12 [1]; Fast-Draw (Sword)-14† [½]; Fast-Talk-12 [1]; Judo-14 [4]; Jumping-14 [1]; Karate-14 [4]; Shortsword-13 [1]; Staff-13 [2]; Stealth-14 [2]; Swimming-14 [1]; Tactics-11 [1].

Languages: Japanese (native)-13 [0].

Maneuvers (Ninjutsu): Aggressive Parry-8† [2]; Arm Lock-15 [½]; Back Kick-12 [2]; Ear Clap-10 [1]; Elbow Strike-13 [½]; Feint (Karate)-16 [2]; Ground Fighting (Karate)-11 [1]; Head Butt-10 [1]; Hit Location (Shortsword)-12 [2]; Jump Kick-12 [2]; Knee Strike-14 [½]; Riposte (Karate)-11 [1]; Spin Kick-12 [1]; Stamp Kick-12 [½].

† Includes +1 for Combat Reflexes.

Spells* (1 point each, except where noted): Blur-13; Continual Light-13; Darkness-13; Deathtouch-13; Find Weakness-13; Great Haste (VH)-12; Haste-13; Hide-13; Hush-13; Ignite Fire-13; Infravision-13; Invisibility-15 [4]; Iron Arm-13; Itch-13; Keen Ears-13; Lend Health-13; Lend Strength-13; Light-13; Mage-Stealth-13; Might-13; Minor Healing-13; Missile Shield-13; Pain-13; Paralyze Limb-13; Purify Air-13; Resist Pain-13; Seek Earth-13; Seek Water-13; Shield-13; Silence-13; Sound-13; Sound Vision-13; Spasm-13; Strike Blind-13; Stun-13; Thunderclap-13; Weaken-13; Wither Limb-13.

* Includes +2 for Magery.

O-HANI WAS BORN into a ninja clan. Her training began the day she learned to walk, and by the age of 7, she had learned several of her clan's secret spells. Today, she is a full-fledged ninja, although she still has much to learn. She specializes in magical infiltration and assassination, and prefers to kill at close range using the sword she keeps concealed in her staff. In her spare time, she trains; the life of a ninja doesn't permit many hobbies.

Primary Skills: A total of 20 points in the skills and maneuvers of a non-cinematic martial-arts style (see *GURPS Martial Arts*).

Secondary & Background Skills: Any *two* of Armoury/TL3, Leadership or Teaching, all (M/A) IQ-1 [1]-12, Style Analysis or Tactics, both (M/H) IQ-2 [1]-11, Meditation, Physiology/TL3 or Sensitivity, all (M/VH) IQ-3 [1]-10, or Body Sense (P/H) DX-2 [1]-11.

Spells* (base spell level 13, 12 with VH): One point was spent on each of the following spells:

Air [1]: Purify Air-13.

Body Control [10]: Deathtouch-13, Itch-13, Might-13, Pain-13, Paralyze Limb-13, Resist Pain-13, Spasm-13, Strike Blind-13, Stun-13, Wither Limb-13.

Earth [1]: Seek Earth-13.

Fire [1]: Ignite Fire-13.

Healing [3]: Lend Health-13, Lend Strength-13, Minor Healing-13.

Light and Darkness [7]: Blur-13, Continual Light-13, Darkness-13, Hide-13, Infravision-13, Invisibility-13, Light-13.

Making and Breaking [2]: Find Weakness-13, Weaken-13.

Mind Control [1]: Keen Ears-13.

Movement [2]: Great Haste (VH)-12, Haste-13.

Protection and Warning [3]: Iron Arm-13, Missile Shield-13, Shield-13.

Sound [6]: Hush-13, Mage-Stealth-13, Silence-13, Sound-13, Sound Vision-13, Thunderclap-13.

Water [1]: Seek Water-13.

* Spells include +2 for Magery.



Customization Notes

- Remember to choose a specific martial-arts style, read its description in *GURPS Martial Arts* and meet all of its requirements, in addition to following the directions given here.
- Spells really aren't all that useful in battle until they can be cast quickly and cheaply. It is often most effective to quickly raise a spell or two to level 15, 20 or higher.
- The spell list above reflects general training. Spend *extra* points on spells that emulate the cinematic abilities particular to your style.

Using This Character

Being a wizard *and* a martial artist can stretch your point budget to the limit, and simply isn't a sensible option in a 100-point campaign. This template is quite suitable for a PC in a 150-point campaign, though. Even so, this character is far from being a master, and will initially have to specialize in order to be effective.

The GM may wish to assign different special effects or rituals to spells cast by martial artists; e.g., Thunderclap always requires the wizard to shout.

Trin Dee

(400 points)

Age 35; 5'11", 110 lbs.; tall, beautiful Chinese woman in "cool" clothing, wielding two butterfly swords or a staff.

ST: 13 [30] **IQ:** 16 [80] **Speed:** 7.00
DX: 16 [80] **HT:** 12 [20] **Move:** 8
Dodge: 8 **Parry:** 11

Advantages

Beautiful [15]; Combat Reflexes [15]; Enhanced Parry (All weapons) [10]; Fashion Sense [5]; Luck [15]; Magery 2 [25]; Reputation +2 [10].

Disadvantages

Cannot Harm Innocents [-10]; Honesty [-10]; Overconfidence [-10]; Vow (Fight crime, ninja, occult menaces, etc.) [-10].

Quirks

Dislikes guns; Never walks if she could run, jump, back flip, slide or swing from a rope; Rides her motorcycle indoors whenever she can; Shouts out a fanciful name for every attack; Subdues criminals rather than killing them. [-5]

Skills

Acrobatics-16 [4]; Armoury/TL7 (Hand Weapons)-14 [½]; Climbing-16 [2]; Fast-Draw (Sword)-18† [2]; Holdout-16 [2]; Intimidation-16 [2]; Judo-16 [4]; Jumping-16 [1]; Karate-16 [4]; Knife-16 [1]; Meditation-12 [½]; Motorcycle/TL7-17 [2]; Occultism-16 [2]; Philosophy-14 [1]; Running-10 [1]; Shortsword-18 [8]; Staff-15 [2]; Stealth-16 [2]; Streetwise-14 [½]; Two-Handed Sword-15 [1].

† Includes +1 for Combat Reflexes.

Languages

Cantonese (native)-16 [0]; English-14 [½]; Japanese-14 [½]; Mandarin-14 [½].

Maneuvers (Wing Chun Kung Fu)

Arm Lock-18 [1]; Back Kick-13 [1]; Close Combat (Shortsword)-15 [2]; Dual-Weapon Attack (Shortsword)-18 [6]; Elbow Strike-16 [1]; Feint (Shortsword)-20 [2]; Knee Strike-17 [1]; Off-Hand Weapon Training (Shortsword)-18 [6]; Riposte (Karate)-13 [1]; Spin Kick-14 [1]; Stamp Kick-15 [1].

Spells* (1 point each, except where noted):

Blur-16; Continual Light-16; Darkness-16; Deathtouch-16; Find Weakness-16; Great Haste (VH)-21 [20]; Haste-16; Hide-16; Hush-16; Ignite Fire-16; Infravision-16; Invisibility-16; Iron Arm-16; Itch-16; Keen Ears-16; Lend Health-16; Lend Strength-16; Light-16; Mage-Stealth-16; Might-16; Minor Healing-16; Missile Shield-20 [8]; Pain-16; Paralyze Limb-16; Purify Air-16; Resist Pain-16; Seek Earth-16; Seek Water-16; Shield-16; Silence-16; Sound-16; Sound Vision-16; Spasm-21 [10]; Strike Blind-16; Stun-16; Thunderclap-16; Weaken-16; Wither Limb-16.

* Includes +2 for Magery.

Equipment

Leather boots (PD 2, DR 2; +1 to kicking damage); Pair of butterfly swords (cut 2d+1; TL7 steel is "fine"); Staff (cr 2d+1, cr 1d+2) enchanted with Staff spell; Stylish clothing.

Description

TRIN DEE IS A professional "troubleshooter." That is, she beats up anything that's causing trouble, including crooks, ninja and zombies (*especially* zombies). She's based in Hong Kong, but she has helped out in Taiwan, Japan and America as well. While she has no special status as a law enforcer, everyone knows who she is and welcomes her help when they have a problem with evil kung fu masters or radioactive Japanese lizards. She knows all about things like that, and can usually solve the problem within the day.

Trin Dee has a lot of personal style. She's tall, slim, sexy, graceful and very *chic*. She always makes a grand entrance, and rides a cool, souped-up motorbike, often indoors and especially on staircases. Naturally, she has mastered the mystical secrets of wing chun kung fu (her parents were the greatest living masters until they died defending Hong Kong from zombie ninja) and has some powerful moves, all of which have impressive-sounding names that she shouts in battle. Her weapons of choice are a pair of butterfly swords, but she also has a "Wooden Dragon Yin-Yang Staff" strapped to her bike.



For those who haven't guessed it, Trin Dee is intended for a cinematic or four-color **Martial Arts** campaign based on Hong Kong "kung fu theater" movies. Whether she is used as a NPC or adapted as a PC, she should be played as larger-than-life. Her special abilities should all be given dramatic names or special effects. Her Missile Shield lets her "dodge bullets." When she uses Spasm, she shouts, "Hey! Mister! Drop that gun!" and the crook is so startled that he *does* drop the gun. And when she attacks with her staff and casts Deathtouch, she shouts, "Dragon Venom Touch of Death!" as she concentrates on the spell.

Setemhat-Kem (270 points)

Age 45 (halted by magic); 5'11", 140 lbs; bald, dark complexion; a gaunt, hawk-faced man who smells of herbs.

ST 9 [-10], DX 10 [0], IQ 17 [100], HT 13 [30]

Basic Speed 5.75, Move 5.

Dodge 5.

Advantages: Clerical Investment [10]; Comfortable Wealth [10]; Legal Immunity [10]; Literacy [10]; Magery 3 [35]; Status 4 [20]; Strong Will +2 [8].

Disadvantages: Curious [-10]; Fanaticism (Set worship) [-15]; Intolerance (Religious) [-5]; Obsession (Research) [-10].

Quirks: Believes snake venom has magical properties; Sacrifices hopeless patients to Set; Sees no difference between healing and necromancy; Speaks in arcane magical terms; Willing to pay top price for rare texts. [-5]

Skills (TL2 where applicable): Alchemy-16 [4]; Archaeology-14 [½]; Diagnosis-15 [1]; Hypnotism-16 [2]; Literature-15 [1]; Occultism-15 [½]; Pharmacy-15 [1]; Physician-16 [2]; Poisons-16 [2]; Research-16 [1]; Sacrifice-15 [1]; Speed-Reading-15 [½]; Teaching-15 [½]; Thanatology-15 [1]; Thaumatology-20* [8]; Theology-16 [2]; Writing-15 [½].

Languages: Akkadian-15 [½]; Babylonian-15 [½]; Egyptian (native)-17 [0]; Sumerian-15 [½].

Spells* (1 point each, except where noted): Age (VH)-17; Ancient History-18; Banish-18; Borrow Language-18; Burning Death (VH)-17; Control Zombie-18; Counterspell-18; Create Fire-18; Cure Disease-18; Curse-18; Death Vision-18; Decay-18; Detect Magic-18; Dispel Magic-18; Foolishness-18; Gift of Letters (VH)-17; Gift of Tongues (VH)-17; Halt Aging (VH)-17; Heat-18; History-18; Ignite Fire-18; Lend Health-18; Lend Language-18; Lend Strength-18; Magic Resistance-18; Major Healing (VH)-17; Mind-Reading-18; Mind-Sending-18; Minor Healing-18; Pentagram-20 [4]; Pestilence-18; Purify Water-18; Recover Strength-18; Restoration (VH)-17; Scryguard-18; Seek Earth-18; Seek Water-18; Seeker-18; Sense Emotion-18; Sense Foes-18; Sense Spirit-18; Shape Earth-18; Shape Fire-18; Sickness-18; Skull-Spirit-18; Soul Jar (VH)-17; Spell Shield-18; Steal Health-18; Steal Strength-18; Steal Youth (VH)-17; Sterilize-18; Summon Demon-18; Summon Spirit-18; Test Food-18; Trace-18; Truthsayer-18; Turn Zombie-18; Youth (VH)-17; Zombie-18.

* Includes +3 for Magery.

SETEMHAT IS AN Egyptian magician from Dja'Net. A priest of Set, a physician and a scholar of ancient texts, he practices his art openly. His work on the use of necromancy in medicine has led to the discovery of healing spells that were previously unknown.

NECROMANCER

"It is a lonely life, the way of the necromancer . . ."

— Merlin, in Warner Bros.' "Excalibur"

STRICTLY SPEAKING, a necromancer is someone who foretells the future through magical communication with the dead. In horror and fantasy, however, "necromancer" refers to any wizard whose magic deals with death, spirits and the undead. More generally, it simply means anyone who practices "black magic." The necromancer is most commonly portrayed as being either melodramatically evil or a seeker of knowledge who is oblivious to the fact that most people find his work distasteful.

Since a horrid fate awaits the unprepared and foolish who walk this path, a successful necromancer is generally a gifted mage and a meticulous scholar. While his bookish ways have left him pale and frail-looking, he has a certain power over life and death, and is often much harder than appearances would dictate. Unfortunately, this power usually comes at a cost, and most necromancers are either mad, grotesque or both. Some are even undead.

Traditionally, the necromancer is a wealthy individual. The musty grimoires and unspeakable ingredients he needs for his magic are rare, illegal or both, and always cost a great deal of money. On top of this, he needs peace and secrecy to do his work. This usually means a large, expensive and isolated piece of property – the classic hill-top castle or haunted manor on the moors. For this reason, many necromancers are landed and titled individuals who keep their pursuits under wraps.

The necromancer's work typically consists of occult research into the nature of death and undeath. It involves corpses, strange elixirs and old books – written in dead languages – that contain lost teachings that would best be left lost. It encompasses alchemy, sorcery and ancient religious rites that invoke the Old Gods. A necromancer's spells may raise spirits, animate the dead, bind the souls of the living and lay death-tinged curses upon those who oppose him.

The ultimate goal of a given necromancer may be difficult to discern, but it can generally be summarized by one word: "power." Power over ignorance, power over his foes or even power over life and death. Some necromancers are no threat if left alone. These individuals seek immortality, to restore life to a loved one, or simply knowledge for its own sake. Others have darker motives, and seek to raise undead armies, horrid plagues and demons with which to slaughter those who stand in their way. Yet others are ciphers: shadowy figures whose motivations cannot be understood.

Design Notes

Attributes: We make the necromancer a true genius (IQ 15) to ensure his success at magical and scholarly pursuits. We give him ST 9 so that he'll be frail-looking, but HT 13 to reflect the physical impact of his iron will and his supernatural hold on life.

Advantages: Since the Youth spell is a prerequisite of the most powerful Necromantic spells, we give him Magery 3 so that he can learn it. Literacy is a must for a scholarly wizard, while Strong Will reflects his willpower. We also give him 30 points to spend on Status and Wealth, so that he can have the money or authority to pursue his work undisturbed.

Disadvantages: The only required disadvantage seems to be Secret, probably at the -20-point level since exposure is more likely to lead to imprisonment or exile than death for a noble or wealthy wizard. We also recommend another -10 points of "evil," "scholarly" or "spooky" disadvantages, in line with the stereotypes above.

Primary Skills: Research into sorcery and alchemy are the primary magical tasks of our necromancer, so we have given him both Alchemy and Thaumatology at 16 ("expert") level. General research into the occult, burial rites and ancient beliefs justifies Occultism, Research, Thanatology and Theology at only a slightly lower level (15).

Secondary Skills: In the course of his work, our necromancer will have to research ancient cultures and learn the languages of their texts, so we give him Archaeology-14 and three obscure language skills (to be determined) at the same level.

Background Skills: It's hard to imagine studying both death and alchemy without knowing anything about poisons, and most scholars keep detailed notes, so we spent half a point each to buy Poisons-12 and Writing-13.

Spells: We give our wizard most of the Necromantic college right off the bat, but we leave out a few spells to give him something to quest after. This forces us to select several Healing spells, and we decide to include Cure Disease – it seems appropriate for a wizard who plays with corpses. This spell and Pestilence require a Food spell, Decay, so we add that, too.

To cover curses and protection from evil spirits, we give him Curse, Pentagram and a few other spells from the Meta-Spells college. We cannot imagine a necromancer without the Knowledge spells History and Ancient History, so we give him those as well. The prerequisite chain for History leads back to Seeker, which requires two "Seek" spells. We choose Seek Earth (adding Shape Earth for exhuming corpses) and Seek Water (as well as Purify Water – useful for an alchemist).

We note that another 39 spells will round the template to an even 250 points, but mention that this must include at least two spells in each of three more colleges, in order to meet all the prerequisites of the Curse spell.



Necromancer [250 points]

Attributes: ST 9 [-10], DX 10 [0], IQ 15 [60], HT 13 [30].

Advantages: Literacy [10], Magery 3 [35], Strong Will +2 [8] and 30 points of Status and Wealth.

Disadvantages: Secret [-20] and -10 points of other disadvantages that could be described as "evil" (e.g., Bloodlust, Megalomania, Odious Personal Habit: No respect for the dead), "scholarly" (e.g., Curious, Oblivious) or "spooky" (e.g., low Appearance, Bad Smell from dealing with corpses, Disturbing Voice).

Primary Skills: Alchemy (M/VH) IQ+1 [12]-16, Occultism (M/A) IQ [2]-15, Research (M/A) IQ [2]-15, Thanatology (M/H) IQ [4]-15, Thaumatology*

Necros the Foul (250 points)

Age 18 (body)/250 (mind); 5'9", 150 lbs; blond, blue-eyed, fair skin; a healthy, well-healed young man.

ST 10 [0], DX 12 [20], IQ 15 [60], HT 12 [20]

Basic Speed 6.00, Move 6.

Dodge 6, Parry 6, Block 7.

Advantages: Literacy [10]; Magery 3 [35]; Strong Will +2 [8]; Very Wealthy [30].

Disadvantages: Paranoia [-10]; Secret [-30].

Quirks: Enjoys eavesdropping on peoples' thoughts; Hoards gold in secret caches; Makes grand plans; Only trusts undead flunkies; Refers to his body as "this guy." [-5]

Skills: Acting-15 [2]; Archaeology-14 [2]; Fast-Talk-15 [2]; Occultism-15 [2]; Poisons-12 [½]; Research-15 [2]; Shield-14 [4]; Shortsword-12 [2]; Thanatology-15 [4]; Thaumatology-16* [2]; Theology-15 [4]; Writing-13 [½].

Languages: English (native)-15 [0]; Arabic-14 [1]; Elvish-14 [1]; Latin-14 [1].

Spells* (1 point each, except where noted): Age (VH)-15; Ancient History-16; Banish-16; Control Person-16; Control Zombie-16; Counterspell-16; Cure Disease-16; Curse-16; Daze-16; Death Vision-16; Deathtouch-21 [10]; Decay-16; Detect Magic-16; Dispel Magic-16; Exchange Bodies (VH)-16 [2]; Fear-16; Foolishness-16; Halt Aging (VH)-15; Hide Thoughts-16; History-16; Itch-16; Lend Health-16; Lend Strength-16; Magic Resistance-16; Major Healing (VH)-15; Mind-Reading-16; Mind-Sending-16; Minor Healing-16; Nightmare-16; Pain-16; Panic-16; Paralyze Limb-16; Pentagram-16; Permanent Possession (VH)-16 [2]; Pestilence-16; Possession (VH)-16 [2]; Purify Water-16; Recover Strength-16; Restoration (VH)-15; Scryguard-16; Seek Earth-16; Seek Water-16; Seeker-16; Sense Emotion-16; Sense Foes-16; Sense Spirit-16; Shape Earth-16; Sickness-16; Skull-Spirit-16; Sleep-16; Soul Jar (VH)-15; Soul Rider-16; Spasm-16; Spell Shield-16; Steal Health-16; Steal Strength-16; Steal Youth (VH)-15; Sterilize-16; Strike Dumb-16; Summon Demon-16; Summon Spirit-16; Telepathy (VH)-15; Terror-16; Test Food-16; Trace-16; Truthsayer-16; Turn Zombie-16; Wither Limb-16; Youth (VH)-15; Zombie-16.

* Includes +3 for Magery.

NECROS is a body thief. He preys on wealthy youths, sending zombies to intercept them as they ride alone, then using possession spells to steal their bodies and take over their lives. His previous body becomes a zombie. The traveler's gold fills his purse, and is the source of Necros' wealth. With his guile, magic, wealth and undead minions, Necros would be dangerous prey for a group of fantasy heroes.

Dr. Manfred Jericho (250 points)

Age 50; 5'9", 145 lbs; gray hair, ice-blue eyes, weathered complexion; a well-groomed, well-dressed man.

ST 9 [-10]; **DX** 10 [0]; **IQ** 16 [80]; **HT** 13 [30]

Basic Speed 5.75, Move 5,
Dodge 5.

Advantages: Magery 3 [35]; Status 2 (includes +1 for Wealth) [5]; Strong Will +2 [8]; Tenure [5]; Wealthy [20]

Disadvantages: Jealousy [-10]; Secret [-20]; Self-Centered [-10].

Quirks: Abuses expense allowances; Dresses in designer clothing; Lives to be published; Meticulous note-keeper; Treats graduate students like slaves. [-5]

Skills (TL7 Where applicable): Alchemy-17 [12]; Archaeology-20 [12]; Bard-17 [4]; Occultism-16 [2]; Research-17 [4]; Teaching-17 [4]; Thanatology-16 [4]; Thaumatology-17* [2]; Theology-16 [4]; Writing-17 [4].

Languages: Ancient Hebrew-16 [2]; Aramaic-16 [2]; Coptic-16 [2]; English (native)-16 [0].

Spells* (1 point each; except where noted): Age (VH)-16; Air-Golem-17; Ancient History-18 [2]; Apportation-17; Aura-17; Banish-17; Clean-17; Colors-17; Control Zombie-17; Copy-18 [2]; Counterspell-17; Cure Disease-17; Curse-17; Death Vision-17; Decay-17; Detect Magic-17; Dispel Magic-17; Dye-17; Earth Vision-17; Halt Aging (VH)-16; History-17; Lend Health-17; Lend Strength-17; Light-17; Lockmaster-17; Magic Resistance-17; Major Healing (VH)-16; Minor Healing-17; Pentagram-17; Pestilence-17; Purify Water-17; Recover Strength-17; Restoration (VH)-16; Restore-17; Scribe-17; Scryguard-17; See Secrets-17; Seek Earth-17; Seek Water-17; Seeker-18 [2]; Sense Spirit-17; Shape Earth-17; Simple Illusion-17; Skull-Spirit-17; Soul Jar (VH)-16; Sound-17; Spell Shield-17; Steal Health-17; Steal Strength-17; Steal Youth (VH)-16; Sterilize-17; Summon Demon-17; Summon Spirit-18 [2]; Teleport (VH)-16; Test Food-17; Trace-17; Turn Zombie-17; Voices-17; Youth (VH)-16; Zombie-17.

* Includes +3 for Magery.

DR. JERICHO IS AN archaeologist of the '90s, the best at what he does. Ever since he found those ancient scrolls in the Holy Land, things have gone his way. He never presented *those* to the world, of course – they contained magical writings, and he's been using sorcery to get ahead in academia. He sticks to safe, practical spells. Usually. Except when someone gets in his way. Nothing matters like publishing first, even if that means another mysterious illness . . .

(M/VH) IQ+1 [2]-16, Theology (M/H) IQ [4]-15.

Secondary Skills: Archaeology (M/H) IQ-1 [2]-14 and three obscure M/A languages at IQ-1 [3].

Background Skills: Poisons (M/H) IQ-3 [½]-12, Writing (M/A) IQ-2 [½]-13.

Spells* (base spell level 16, 15 with VH): The spell list below, plus another 39 points in spells. Two spells in each of 3 other colleges are *required*. Except where noted, one point was spent on each of the spells below:

Earth [2]: Seek Earth-16, Shape Earth-16.

Food [2]: Decay-16, Test Food-16.

Healing [10]: Cure Disease-16, Halt Aging (VH)-15, Lend Health-16, Lend Strength-16, Major Healing (VH)-15, Minor Healing-16, Recover Strength-16, Restoration (VH)-15, Sterilize-16, Youth (VH)-15.

Knowledge [5]: Ancient History-16, Detect Magic-16, History-16, Seeker-16, Trace-16.

Meta-Spells [10]: Counterspell-16, Curse-16, Dispel Magic-16, Magic Resistance-16, Pentagram-18 [4], Scryguard-16, Spell Shield-16.

Necromantic [15]: Age (VH)-15, Banish-16, Control Zombie-16, Death Vision-16, Pestilence-16, Sense Spirit-16, Skull-Spirit-16, Soul Jar (VH)-15, Steal Health-16, Steal Strength-16, Steal Youth (VH)-15, Summon Demon-16, Summon Spirit-16, Turn Zombie-16, Zombie-16.

Water [2]: Purify Water-16, Seek Water-16.

* Spells and Thaumatology skill include +3 for Magery.

Customization Notes

- If the disadvantage(s) selected are grotesque or antisocial, then the 30 unspent advantage points should be spent on Wealth, as it's unlikely that a monster could hold a high-Status position for long!
- Only 6 of the 39 points allocated for spells are needed to fulfill the Curse prerequisites. The other 33 can be spent on anything. For a more adventurous necromancer, you may wish to consider DX and Combat/Weapon skills instead of spells.
- This wizard is rich, so consider buying him some powerful magical tools. Wealthy [20] can buy an 8- to 10-point Powerstone; Very Wealthy [30] can buy a 20-point stone!
- For an extremely high-powered option, make this character undead! Add advantages like Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], High Pain Threshold [10], Immunity to Disease [10], Immunity to Poison [15], Injury Tolerance (No Blood) [5] and Unaging [15], and disadvantages like Appearance (Monstrous) [-25], Dependency (Mana; common, constant) [-25], Frightens Animals [-10], No Sense of Smell/Taste [-5] and Sterile [-3].

Using This Character

This necromancer is best used as an NPC (probably a foe) in the typical 100-point campaign. In a 250-point game, he works fine as a PC as well, although he isn't optimized for adventuring and not all GMs permit secretive, demon-summoning black magicians as player characters.



Martheblío the Damned, Lich

(390 points)

Age 202; 5'7", 50 lbs; human skeleton in a dingy black robe.

ST: 8 [-15] **IQ:** 15 [60] **Speed:** 7.50
DX: 14 [45] **HT:** 12 [20] **Move:** 7
Dodge: 7 **Parry:** 10

Advantages

Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Increased Speed +1 [25]; Injury Tolerance (No Blood, No Vitals) [10]; Literacy [10]; Magery 3 [35]; Strong Will +2 [8]; Temperature Tolerance 10 [10]; Unaging [15]; Very Wealthy [30].

Disadvantages

Appearance (Monstrous) [-25]; Dependency (Mana, common, constant) [-25]; Enemy (Undead hunters, 9 or less) [-20]; Eunuch [-5]; Fragile [-20]; Frightens Animals [-10]; Intolerance (Living) [-10]; Mute (corrected by self-powered Voices item in a brooch at his throat) [-10]; No Sense of Smell/Taste [-5]; Paranoia [-10]; Reputation: -4 [-20].

Quirks

Animates any intelligent body he gets hold of; Determined to build a large Powerstone; Destroys things that frustrate him; Likes to set elaborate traps. [-4]

Skills

Alchemy/TL3-16 [12]; Archaeology-14 [2]; Fireball Throwing-17 [8]; History-13 [1]; Jeweler/TL3-13 [1]; Magic Jet-16 [4]; Mathematics-14 [2]; Occultism-15 [2]; Poisons-12 [½]; Research-16 [4]; Staff-15 [8]; Thanatology-15 [4]; Thaumatology-17* [4]; Theology-15 [4]; Traps-14 [1]; Writing-13 [½].

Languages

English (native)-15 [0]; Greek-15 [1]; Hebrew-14 [1]; Latin-15 [1].

Spells* (1 point each, except where noted):

Accuracy-16; Age (VH)-15; Air-Golem-16; Analyze Magic-16; Ancient History-16; Animation (VH)-15; Apportation-16; Bane-16; Banish-16; Blink-16; Clumsiness-16; Complex Illusion-16; Conceal Magic-16; Continual Light-16; Control Earth Elemental-16; Control Fire Elemental-16; Control Zombie-16; Cornucopia-16; Counterspell-16; Create Air-16; Create Earth-16; Create Earth Elemental-16; Create Fire-16; Create Fire Elemental-16; Create Object (VH)-15; Create Servant-16; Cure Disease-16; Curse-16; Dancing Weapon-16; Darkness-16; Death Vision-16; Deathtouch-16; Deflect-16; Detect Magic-16; Dexterity-16; Dispel Magic-16; Drain Mana (VH)-15; Earth to Air-16; Earth to Stone-16; Earth Vision-16; Enchant-17 [4]; Essential Flame-16; Fear-16; Fireball-16; Flame Jet-16; Force Dome-16; Fortify-16; Glass Wall-16; Golem (VH)-15; Great Ward-16; Halt Aging (VH)-15; Heat-16; Hex-16; Hideaway-16; History-16; Identify Spell-16; Ignite Fire-16; Illusion Disguise-16; Independence-16; Iron Arm-16; Itch-16; Know Illusion-16; Lend Health-16; Lend Strength-16; Lesser Wish (VH)-15; Light-16; Lighten-16; Limit-16; Loyal Sword-16; Magelock-16; Magic Resistance-16; Major Healing (VH)-15; Minor Healing-16; Missile Shield-16; Mystic Mist-16; Name-16; Nightingale-16; Pain-16; Panic-16; Paralyze Limb-16; Password-16; Pentagram-16; Perfect Illusion-16; Pestilence-16; Power-16; Powerstone-16; Puissance-16; Purify Air-16; Purify Water-



16; Quick-Draw-16; Recover Strength-16; Reflect-16; Remove Curse-16; Remove Enchantment-16; Resist Pain-16; Restoration (VH)-15; Restore Mana (VH)-15; Reverse Missiles-16; Scroll-16; Scryguard-16; Scrywall-16; Seek Earth-16; Seek Water-16; Seeker-16; Sense Danger-16; Sense Emotion-16; Sense Foes-16; Sense Life-16; Sense Spirit-16; Shape Darkness-16; Shape Earth-16; Shape Fire-16; Shape Stone-16; Shield-16; Simple Illusion-16; Skull-Spirit-16; Soul Jar (VH)-15; Sound-16; Spasm-16; Spell Shield-16; Staff-16; Steal Health-16; Steal Strength-16; Steal Youth (VH)-15; Sterilize-16; Stone Missile-16; Stone to Earth-16; Summon Demon-16; Summon Earth Elemental-16; Summon Fire Elemental-16; Summon Shade (VH)-15; Summon Spirit-16; Suspend Enchantment-16; Teleport (VH)-15; Teleport Shield-16; Terror-16; Total Paralysis-16; Trace-16; Turn Zombie-16; Umbrella-16; Utter Dome-16; Voices-18 [4]; Ward-16; Watchdog-16; Weather Dome-16; Wish (VH)-15; Withier Limb-16; Youth (VH)-15; Zombie-16.

* Includes +3 for Magery.

Description

MARTHEBLÍO WAS A successful necromancer until the authorities almost discovered him. He threw them off the trail by transferring his soul to one of his animated skeletons. Since then, he has built an underground maze, where he works. He enjoys setting traps and killing any who enter his labyrinth. Sadly, it is usually lost children and innocent wanderers who find it.

A perfectionist, he has destroyed three large Powerstones because they acquired quirks. He is working on a fourth. He has unlimited time, and his personal maintenance costs are low, but he has to sell some items to fund his projects. He does so under the protection of an Illusion Disguise spell. Those who see through this usually know better than to tangle with him.

Martheblío is best used as a villain in a fantasy campaign. He avoids direct confrontations and prefers to work behind the scenes. Tracking him down and confronting him could be a challenge requiring many adventures.

Generic Fantasy

Lord Rivak of Zang (500 points)

Age 50; 5'6", 145 lbs.; balding, brown eyes, red-bronze skin; short, husky man wearing bejeweled robes.

ST 10 [0], DX 10 [0], IQ 20 [175], HT 16 [80]

Basic Speed 6.50, Move 6.
Dodge 6.

Advantages: Filthy Rich [50]; Legal Enforcement Powers [15]; Legal Immunity [15]; Literacy [10]; Magery 3 [35]; Military Rank 6 [30]; Multimillionaire 1 [25]; Status 5 (inc. +4 for Wealth and Military Rank) [5]; Strong Will +3 [12].

Disadvantages: Duty (12 or less) [-10]; Extravagance [-10]; Greed [-15]; Workaholic [-5].

Quirks: Always uses his full title; Believes in the motto, "Work hard, play hard"; Has a soft spot for enchanters; Rides around in a levitating sedan chair; Strong supporter of the guild system. [-5]

Skills: Administration-20 [2]; Area Knowledge (Zang)-20 [1]; Bard-20 [2]; Carousing-17 [4]; Dancing-11 [4]; Diplomacy-19 [2]; Economics-20 [4]; Gambling-20 [2]; Intimidation-20 [2]; Law-19 [2]; Leadership-20 [2]; Politics-20 [2]; Savoir-Faire-20 [1].

Languages: Zandorian (native)-20 [0].

Spells* (1 point each): Apportation-21; Banish-21; Bravery-21; Counterspell-21; Create Fire-21; Dispel Magic-21; Earth to Stone-21; Earth Vision-21; Earthquake-21; Enchant (VH)-20; Extinguish Fire-21; Fear-21; Fireproof-21; Great Voice-21; Great Wish (VH)-15; Hawk Vision-21; Hex-21; Hide Thoughts-21; History-21; Ignite Fire-21; Keen Eyes-21; Know Illusion-21; Lend Strength-21; Lesser Wish (VH)-20; Limit-21; Mind-Reading-21; Mind-Sending-21; Mystic Mist-21; Name-21; Panic-21; Password-21; Persuasion-21; Phantom Flame-21; Power-21; Powerstone-21; Recover Strength-21; Remove Enchantment-21; Scroll-21; Seek Earth-21; Seek Water-21; Seeker-21; Sense Emotion-21; Sense Foes-21; Shape Earth-21; Shape Fire-21; Shape Stone-21; Shield-21; Simple Illusion-21; Sound-21; Staff-21; Stone to Earth-21; Summon Demon-21; Suspend Enchantment-21; Telepathy (VH)-20; Teleport (VH)-20; Test Food-21; Thunderclap-21; Trace-21; Truthsayer-21; Voices-21; Volcano-21; Wish (VH)-20; Wizard Eye-21.

* Includes +3 for Magery.

GUILDMASTER RIVAK, Autocrat of Zang, High Legate, Imperial Archon, Cdr. (9th Leg.) is one of the most powerful men in Zandoria. A few envious dukes outrank him on paper, but they don't dare stand in his way. A gifted leader, he has earned mastery in the Mages' Guild, served with distinction in the Wizards' War and now rules the Zang city-state. He plays hard, too, and often parties until dawn.

OVERLORD

"God save our gracious king! Long live our noble king! God save the king!"

- Henry Carey

WIZARDS WHO RULE cities, nations or worlds through magic are frequently encountered in fantasy. Some of these "overlords" are evil, others are benevolent, but they're always very powerful. While demons (p. 40) and necromancers (p. 80) may rule through fear or force, and high priests (p. 88) often wield the power of the church, the overlord is a true wizardly statesman.

A trite, "B-movie" overlord may focus on combat spells, but a successful and believable one prefers strategic magic that boosts his abilities as an administrator, leader or general. In a TL3 fantasy setting, it is *far* more useful to be able to double crop yields than it is to wither your foes' limbs! This isn't to say that tactical spells are worthless to those who desire power, but an overlord will have servants who can take care of that.

It's important to realize that magic isn't enough. An overlord needs plenty of mundane intellect and charisma to retain power once he obtains it. Spells are most useful at critical junctures, where a small-scale outcome (e.g., preventing a flood, assuaging a mob, winning a battle) can buy political or military leverage. Wizards can only affect a few subjects for a short period of time, and even the most powerful wizard can't maintain his spells forever. The trick is to realize that a timely spell can make an impression that lasts far longer than the spell itself.



Design Notes

Attributes: Fantasy overlords all seem to possess godlike wisdom, so we choose IQ 20. Since they also seem to be good at surviving disease and assassination attempts, we add HT 12.

Advantages: Overlords are always powerful mages (Magery 3) with an iron will (Strong Will +3). More important, they have phenomenal personal charisma and almost absolute authority; we set aside 140 points (!) to reflect this.

Disadvantages: We offer evil overlords a choice of Excommunicated, Greed, Intolerance, Jealousy, Megalomania, Paranoia and Selfish, while benevolent rulers may choose from Charitable, Compulsive Generosity, Honesty and Sense of Duty. Any overlord may have a Duty to the state, make Enemies, or suffer from Fanaticism (usually to his own cause).

Primary Skills: An overlord needs high levels of Administration to run things, Bard and Leadership to inspire his subjects, Intimidation for delivering ultimata, and Savoir-Faire for courtly interactions. Area Knowledge of his own realm is also vital. We include all these skills at level 20.

Secondary Skills: Diplomacy-18 will give our overlord an edge at the negotiating table. We also offer a choice of skills that will give him a background in the church (Theology), espionage (Intelligence Analysis), justice (Law), the military (Strategy and Tactics), political office (Politics), propaganda (Psychology) or trade (Economics).

Background Skills: We reserve 6 points for the kinds of hobbies usually pursued by rulers, like Alchemy, Chess, Falconry, History, Philosophy, Riding and Combat/Weapon skills (especially Bow, Fencing and Lance).

Spells: An overlord should have a broad basis in all kinds of magic. We include spells from 15 colleges, with a strong core of spells useful for court intrigue and battlefield command and control. More important, we offer a choice between two of 7 powerful spell packages; see *Customization Notes* for more details.

Overlord [450 points]

Attributes: ST 10 [0], DX 10 [0], IQ 20 [175], HT 12 [20].

Advantages: Literacy [10], Magery 3 [35], Strong Will +3 [12], and 140 points of advantages such as Administrative Rank [5/level], Ally Group, Appearance [5 to 25], Charisma [5/level], Clerical Investment [5/level], Legal Enforcement Powers [5 to 15], Military Rank [5/level], Multimillionaire [25/level], Reputation, Status [5/level], Voice [10] and Wealth [10 to 50].

Disadvantages: A total of -30 points chosen from Charitable [-15], Compulsive Generosity [-5], Duty [-5 to -15], Enemies, Excommunicated [-10], Fanaticism [-15], Greed [-15], Honesty [-10], Intolerance [-5 or -10], Jealousy [-10], Megalomania [-10], Paranoia [-10], Selfish [-5] and Sense of Duty (His people) [-10].

Primary Skills: Administration (M/A) IQ [2]-20, Area Knowledge (His domain) (M/E) IQ [1]-20, Bard (M/A) IQ [2]-20, Intimidation (M/A) IQ [2]-20, Leadership (M/A) IQ [2]-20, Savoir-Faire (M/E) IQ [1]-20.

Secondary Skills: Diplomacy (M/H) IQ-2 [1]-18 and 8 points distributed amongst Economics (M/H), Intelligence Analysis/TL3 (M/H), Law (M/H), Politics (M/A), Psychology (M/H), Strategy (M/H), Tactics (M/H) and Theology (M/H).

Background Skills: A total of 6 points in upper-class "hobbies" such as Alchemy (M/VH), Chess (M/E), Falconry (M/A), History (M/H), Philosophy (M/H), Riding (P/A) and Combat/Weapon skills.

Spells* (base spell level 21, 20 with VH): One point was spent on each of the following spells:

Communication and Empathy [8]: Hide Thoughts-21, Mind-Reading-21, Mind-Sending-21, Persuasion-21, Sense Emotion-21, Sense Foes-21, Telepathy (VH)-20, Truthsayer-21.

Earth [1]: Seek Earth-21.

Enchantment [1]: Enchant (VH)-20.

Food [1]: Test Food-21.

Healing [2]: Lend Strength-21, Recover Strength-21.

Illusion and Creation [2]: Know Illusion-21, Simple Illusion-21.

Knowledge [4]: History-21, Seeker-21, Trace-21, Wizard Eye-21.

Light and Darkness [1]: Hawk Vision-21.

Meta-Spells [2]: Counterspell-21, Dispel Magic-21.

Mind Control [4]: Bravery-21, Fear-21, Keen Eyes-21, Panic-21.

Movement [2]: Apportation-21, Teleport (VH)-20.

Myrope

(500 points)

Age 49; 5'5", 125 lbs.; blonde hair, almost colorless eyes, tanned skin; a muscular, regal-looking woman.

ST 11 [10], **DX** 12 [20], **IQ** 20 [175], **HT** 12 [20]

Basic Speed 6.00, Move 6.

Dodge 6.

Advantages: Ally Group (12 100-point Amazons, 12 or less) [60]; Attractive [5]; Divine Favor (Artemis; 6 or less, +1 reaction) [18], Literacy [10]; Magery 3 [35]; Status 5 [20] (inc. +1 for Wealth); Reputation +3 (On her island) [7]; Strong Will +3 [12]; Unusual Background (Divine Birth) [25]; Very Wealthy [30].

Disadvantages: Enemies (Mycenae, 6 or less) [-20]; Intolerance (Men) [-10]; Sense of Duty (Her people) [-10].

Quirks: Celibate; Defers to priestesses on religious matters – despite having Artemis' favor; Enjoys poetry; Fascinated by naval technology; Likes to play "mind games" with men. [-5]

Skills (TL1 where applicable): Administration-20 [2]; Area Knowledge (Her island)-20 [1]; Bard-20 [2]; Bow-12 [4]; Diplomacy-18 [1]; Intimidation-20 [2]; Leadership-20 [2]; Navigation-20 [4]; Philosophy-18 [1]; Psychology-19 [2]; Savoir-Faire-20 [1]; Seamanship-20 [1]; Shiphandling-20 [4]; Strategy (Naval)-20 [4]; Swimming-12 [1]; Theology-19 [2]; Weather Sense-19 [1].

Languages: Greek (native)-20 [0].

Spells* (1 point each): Apportation-21; Banish-21; Bravery-21; Charm-21; Clouds-21; Counterspell-21; Create Air-21; Create Water-21; Dispel Magic-21; Emotion Control-21; Enchant (VH)-20; Enslave (VH)-20; False Memory-21; Fear-21; Foolishness-21; Forgetfulness-21; Frost-21; Great Geas (VH)-20; Great Voice-21; Hail-21; Hawk Vision-21; Hide Thoughts-21; History-21; Keen Eyes-21; Know Illusion-21; Lend Strength-21; Lesser Geas (VH)-20; Loyalty-21; Mass Suggestion-21; Mind-Reading-21; Mind-Sending-21; Mystic Mist-21; Panic-21; Persuasion-21; Planar Summons (Nereid)-21; Purify Air-21; Purify Water-21; Rain-21; Recover Strength-21; Seek Earth-21; Seek Water-21; Seeker-21; Sense Emotion-21; Sense Foes-21; Shape Air-21; Shape Water-21; Shield-21; Simple Illusion-21; Snow-21; Sound-21; Suggestion-21; Telepathy (VH)-20; Teleport (VH)-20; Terror-21; Test Food-21; Thunderclap-21; Trace-21; Truthsayer-21; Voices-21; Whirlwind-21; Windstorm-21; Wisdom-21; Wizard Eye-21.

* Includes +3 for Magery.

MYROPE IS THE QUEEN of a large island. Adept in naval command and sorcery, she can raise storms, cloud men's minds and even call on Artemis! Although she is nonaggressive, certain Mycenaean generals fear her and occasionally attack her isle – but to no avail!

Count Boris Czesko (500 points)

Age 46; 6', 166 lbs.; close-cropped gray hair, steely eyes; tall, handsome man with a neat beard, wearing many old medals.

ST 13 [30], **DX** 13 [30], **IQ** 20 [175], **HT** 13 [30]

Basic Speed 6.50, Move 6.

Dodge 6, Parry 9.

Advantages: Ally Group (small army, 9 or less) [30]; Charisma +1 [5]; Filthy Rich [50]; Legal Enforcement Powers [15]; Magery 3 [35]; Status 4 (inc. +1 for Wealth) [15]; Strong Will +3 [12]; Very Handsome [25].

Disadvantages: Greed [-15]; Paranoia [-10]; Reclusive [-10]; Selfish [-5].

Quirks: Always dines alone; Lets his men run his county day-to-day; Never opens his doors to strangers; Rarely goes abroad; Trusts zombies more than living people. [-5]

Skills: Administration-20 [2]; Area Knowledge (His county)-20 [1]; Bard-21+ [2]; Diplomacy-18 [1]; Fencing-14 [4]; Guns/TL5 (Rifle)-16** [2]; Intelligence Analysis/TL5-20 [4]; Intimidation-20 [2]; Law-19 [2]; Leadership-21+ [2]; Riding (Horse)-14 [4]; Savoir-Faire-20 [1]; Tactics-19 [2].

† Includes +1 for Charisma.

** Includes +2 for IQ.

Languages: Czech (native?)-20 [0]; English-18 [½]; German-18 [½]; Rumanian-18 [½]; Russian-18 [½].

Spells* (1 point each): Apportation-21; Banish-21; Bless-21; Bravery-21; Counterspell-21; Curse-21; Death Vision-21; Decay-21; Delay-21; Dispel Magic-21; Drain Mana (VH)-20; Enchant (VH)-20; Fear-21; Great Voice-21; Hawk Vision-21; Hide Thoughts-21; History-21; Keen Eyes-21; Know Illusion-21; Lend Health-21; Lend Strength-21; Link-21; Magic Resistance-21; Mind-Reading-21; Mind-Sending-21; Minor Healing-21; Mystic Mist-21; Panic-21; Pentagram-21; Persuasion-21; Pestilence-21; Recover Strength-21; Remove Curse-21; Restore Mana (VH)-20; Scryguard-21; Scrywall-21; Seek Earth-21; Seek Water-21; Seeker-21; Sense Emotion-21; Sense Foes-21; Shield-21; Simple Illusion-21; Skull-Spirit-21; Soul Jar (VH)-20; Sound-21; Spell Shield-21; Steal Health-21; Steal Strength-21; Summon Demon-21; Summon Shade (VH)-20; Summon Spirit-21; Telepathy (VH)-20; Teleport (VH)-20; Test Food-21; Thunderclap-21; Trace-21; Truthsayer-21; Voices-21; Ward-21; Wizard Eye-21; Zombie-21.

* Includes +3 for Magery.

COUNT BORIS IS A mysterious Carpathian nobleman correctly suspected of using black magic. Despite his personal charm, he's basically a recluse. His deputies act in his stead and report back to him religiously; the count spends his time analyzing reports, and knows everything that happens on his land.

Necromantic [2]: Banish-21, Planar Summons (any)-21.

Protection and Warning [2]: Mystic Mist-21, Shield-21.

Sound [4]: Great Voice-21, Sound-21, Thunderclap-21, Voices-21.

Water [1]: Seek Water-21.

Plus any two of:

1. **Air [7]:** Clouds-21, Create Air-21, Purify Air-21, Rain-21, Shape Air-21, Whirlwind-21, Windstorm-21. **Water [6]:** Create Water-21, Frost-21, Hail-21, Purify Water-21, Shape Water-21, Snow-21.

2. **Earth [7]:** Earth to Stone-21, Earth Vision-21, Earthquake-21, Shape Earth-21, Shape Stone-21, Stone to Earth-21, Volcano-21. **Fire [6]:** Create Fire-21, Extinguish Fire-21, Fireproof-21, Ignite Fire-21, Phantom Flame-21, Shape Fire-21.

3. **Enchantment [13]:** Great Wish (VH)-15, Hex-21, Lesser Wish (VH)-20, Limit-21, Name-21, Password-21, Power-21, Powerstone-21, Remove Enchantment-21, Scroll-21, Staff-21, Suspend Enchantment-21, Wish (VH)-20.

4. **Food [1]:** Decay-21. **Healing [2]:** Lend Health-21, Minor Healing-21. **Necromantic [10]:** Death Vision-21, Pestilence-21, Skull-Spirit-21, Soul Jar (VH)-20, Steal Health-21, Steal Strength-21, Summon Demon-21, Summon Shade (VH)-20, Summon Spirit-21, Zombie-21.

5. **Meta-Spells [13]:** Bless-21, Curse-21, Delay-21, Drain Mana (VH)-20, Link-21, Magic Resistance-21, Pentagram-21, Remove Curse-21, Restore Mana (VH)-20, Scryguard-21, Scrywall-21, Spell Shield-21, Ward-21.

6. **Mind Control [13]:** Charm-21, Emotion Control-21, Enslave (VH)-20, False Memory-21, Foolishness-21, Forgetfulness-21, Great Geas (VH)-20, Lesser Geas (VH)-20, Loyalty-21, Mass Suggestion-21, Suggestion-21, Terror-21, Wisdom-21.

7. **Plant [13]:** Animate Plant-21, Bless Plants-21, Create Plant-21, Forest Warning-21, Heal Plant-21, Hide Path-21, Identify Plant-21, Plant Growth-21, Plant Sense-21, Seek Plant-21, Shape Plant-21, Tangle Growth-21, Wither Plant-21.

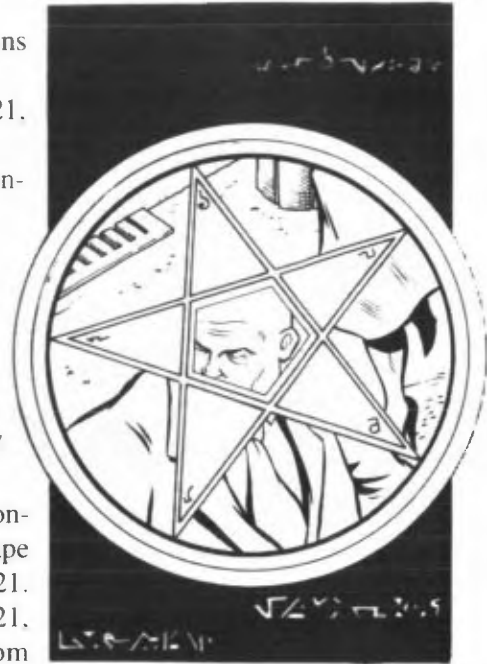
* Spells include +3 for Magery.

Customization Notes

Be sure to pick spell packages that suit your goals: #1 and #7 allow rain-making and huge crop yields, useful for benevolent rulers. #4 and #6 cover necromancy and mind control, classic "evil overlord" abilities! #2 contains spells that can level castles, handy for a general. #3 and #5 deal directly with magic, and will appeal most strongly to the dedicated wizard.

Using This Character

The overlord is designed to be a NPC in a fantasy campaign; with minor changes, he could work equally well as a TL1-2 ruler in a **GURPS Greece** or **Imperial Rome** game, a magic-using prince in a TL5 "elfpunk" game, or even a futuristic emperor who has rediscovered the ancient ways. Of course, a 500-point overlord would be a perfectly reasonable PC in a **Supers** game!



Imperatrix Gloria the Good

(500 points)

Age 62 (looks 35); 5'3", 115 lbs.; slight yet commanding woman of great beauty, clad in white, with long silver hair.

ST: 9 [-10] **IQ:** 20 [175] **Speed:** 6.00
DX: 10 [0] **HT:** 14 [45] **Move:** 6
Dodge: 6

Advantages

Charisma +2 [10]; Extra Fatigue 3 [9]; Filthy Rich [50]; Literacy [10]; Longevity [5]; Magery 3 [35]; Reputation +4 [20]; Status 8 (includes +1 for Wealth) [35]; Strong Will +3 [12]; Very Beautiful [25].

Disadvantages

Charitable [-15]; Duty (9 or less) [-5]; Honesty [-10]; Sense of Duty (Her people) [-10].

Quirks

Believes that farmers are the heart of the empire; Patron of the arts; Religious; Unswerving optimist; Wears luminous makeup and white clothing. [-5]

Skills

Administration-20 [2]; Agronomy/TL3-19 [1]; Appreciate Beauty-17 [1]; Architecture/TL3-19 [1]; Area Knowledge (Her empire)-20 [1]; Bard-21† [1]; Diplomacy-20 [4]; Economics-19 [2]; Law-20 [4]; Leadership-21† [1]; Literature-19 [2]; Musical Notation-20 [1]; Poetry-19 [1]; Savoir-Faire-20 [1]; Strategy-18 [1]; Writing-19 [1].

† Includes +2 for Charisma.

Languages

Silvertongue (native)-20 [0].

Spells* (1 point each, except where noted):

Animate Plant-21; Apportation-21; Banish-21; Bless Plants-25 [8]; Bravery-21; Clouds-21; Counterspell-21; Create Air-21; Create Plant-21; Create Water-21; Dispel Magic-21; Enchant (VH)-20; Fear-21; Forest Warning-21; Frost-21; Great Voice-21; Hail-21; Hawk Vision-21; Heal Plant-21; Hide Path-21; Hide Thoughts-21; History-21; Identify Plant-21; Keen Eyes-21; Know Illusion-21; Lend Strength-21; Mind-Reading-21; Mind-Sending-21; Mystic Mist-21; Panic-21; Persuasion-21; Planar Summons ("Angel")-21; Plant Growth-25 [8]; Plant Sense-21; Purify Air-21; Purify Water-21; Rain-25 [8]; Recover Strength-21; Seek Earth-21; Seek Plant-21; Seek Water-21; Seeker-21; Sense Emotion-21; Sense Foes-21; Shape Air-21; Shape Plant-21; Shape Water-21; Shield-21;

Simple Illusion-21; Snow-21; Sound-21; Tangle Growth-21; Telepathy (VH)-20; Teleport (VH)-25 [16]; Test Food-21; Thunderclap-21; Trace-21; Truthsayer-21; Voices-21; Whirlwind-21; Windstorm-21; Wither Plant-21; Wizard Eye-21.

* Includes +3 for Magery.

Description

GLORIA INCANDIA is imperatrix of Ac'rema, the Silver Land, a peaceful and prosperous empire. The Incandia bloodline has ruled Ac'rema for over a millennium, the Silver Throne passing from mother to daughter. As they are long-lived, it is rare for an imperatrix to be crowned before the age of 60. This means that a princess will generally serve on her mother's staff for longer than she will rule, and transitions between imperatrices are relatively smooth. Gloria is no exception to any of this. Her mother passed away at 86, leaving Gloria the throne at age 61. Her own daughter, Beatrice, is 39 and has a daughter of her own, Claudia, who is 15. Both assist Gloria with the job of running the empire.

During her 60 years as a princess, Gloria earned a reputation as a good and just person. Like every Incandia, she was born a mage and had access to any magical training she desired. A devotee of Aia, the harvest goddess, Gloria chose spells that could feed people. She felt that

an empire could make do without silver, swords or ships, but not food. As a young woman, she traveled to troubled parts of Ac'rema and led common farmers in magical rituals designed to make rain, bless the crops and fertilize the barren land. This brought her the adoration of the people, and she was immediately renamed "Gloria the Good" upon her coronation. Her first decree as imperatrix was to require that all wizards in the land learn the Bless Plants, Plant Growth and Rain spells, and spend at least one week of each year aiding farmers.

Gloria is loved by her people. She is a just and competent ruler, and gives her chancellors, diplomats, generals and judges the room they need to do their jobs. In her spare time, Gloria reads the great authors, studies music, writes, and designs new and better granaries. Her generous gifts to the arts are only exceeded by those she gives to the temple of Aia. Always a peaceful land, Ac'rema is entering a silver age under Gloria's rule.

Gloria is a "generic fantasy" overlord, designed to serve as the ruler of a huge empire and to show that not all overlords have to be evil and self-serving. Her worship of a traditional goddess figure allows her to be used in almost any pre-industrial fantasy setting with only minor changes. Her patronage of the arts suggests a campaign based on *GURPS Greece* or *Imperial Rome*, or perhaps an alternate-history Renaissance campaign.



Totoquihuaztli (100 points)

Age 23; 5'5", 141 lbs.; black hair, brown eyes, light-brown skin; a young Aztec priest with his hair in a tuft, wearing a short tunic over black body paint.

ST 10 [0], DX 10 [0], IQ 15 [60], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5, Parry 5, Block 5.

Advantages: Clerical Investment (Rank 4) [20]; Literacy [10]; Power Investiture (Xiutecutli) 1 [10].

Disadvantages: Bloodlust† [-5]; Duty (To temple, not dangerous, 15 or less) [-10]; Fanaticism [-15], Pyromania [-5], Vow (Chastity) [-5].

† Half cost for priests in this setting.

Quirks: Dislikes being called a sorcerer; Doesn't trust priests of Tlaloque; Enjoys teaching; Indifferent to battle; Likes to stir fires and gaze into the embers. [-5]

Skills: Administration-13 [½]; Axe/Mace-10 [2]; Bard-14 [1]; Cyphering-14 [½]; Dancing-10 [2]; Diplomacy-13 [1]; Heraldry-13 [½]; Magic Breath-10 [1]; Magic Jet-10 [1]; Performance/Ritual-15 [2]; Poetry-13 [½]; Sacrifice-18 [10]; Shield-10 [1]; Singing-10 [1]; Teaching-14 [1]; Theology (Xiutecutli)-15 [4].

Languages: Náhuatl (native)-15 [0].

Spells* (1 point each, except where noted): Breathe Fire (VH)-13; Cold-14; Create Fire-15 [2]; Essential Flame-15 [2]; Extinguish Fire-14; Fireproof-14; Flame Jet-15 [2]; Heat-14; Ignite Fire-14; Resist Cold-14; Resist Fire-15 [2]; Shape Fire-14.

* Includes +1 for Power Investiture.

TOTOQUIHUAZTLI, an Aztec of noble birth, is a high priest of Xiutecutli (the fire god). It is unusual for so young a man to hold such a high rank, but he's from the right family and is so devout that Xiutecutli granted him magical powers before he even entered the priesthood. Totoquihuaztli specializes in sacrifice by burning, as suits his god and his place within the temple. While he is keen to sacrifice captured warriors as frequently as possible, he does not like battle himself and prefers to spend his time teaching religious lessons at the calmecac. Totoquihuaztli is a fine and upstanding Aztec citizen, but it would be easy for a foreigner or European explorer to mistake him for a bloodthirsty fire-sorcerer, which would definitely be a *faux pas*!



PRIEST

"It is noble to be good; it is still nobler to teach others to be good – and less trouble."

– Mark Twain

A PRIEST (or "cleric") is any mortal representative of a god. Certain priests are chosen to channel divine power in the temporal world and are therefore wizards of sorts. Gods most often grant powers to their priests to circumvent a prohibition against direct intervention. What they hope to achieve by this may be beyond mortal ken, but the intent is usually to change the earthly status quo to better suit their purposes, especially if mortal affairs mirror or can influence the divine. Certain gods (evil ones, mostly) may be persuaded to grant magical powers for less lofty reasons, but demand sacrifices or fanatical devotion in return.

The kinds of miracles worked by a priest will depend on his god. In some cases, they represent the god's "sphere of influence"; e.g., priests of the Fire God wield Fire spells, priests of the Mother Goddess wield Healing and Plant spells. In many cases, priests have access to all spells, and there is no distinction between "priest" and "sorcerer" because all magic ultimately stems from divine sources. This is often the case in real-world belief systems. Of course, magic and divine power *can* be distinct from one another and usually are in fantasy settings, where magic is a primordial force that can be tapped directly by mortals.

The choice of game mechanics used for priestly magic is left to the GM, who may simply declare the spells of devout wizards to be "miracles" and Magery to be a "divine gift." This template assumes that priests have Power Investiture (p. CI42) rather than Magery, though, and that they can cast spells using the rules on pp. R100-112. The GM may wish to customize spell lists for priests, limiting them to certain colleges and changing or eliminating prerequisites. Some GMs may prefer Blessed (p. CI34) or Divine Favor (p. CI36) to Power Investiture, but since such priests are not really *wizards*, they are beyond the scope of this book. GMs who prefer these options should see *GURPS Religion*.

This template describes a priest who is dedicated to a single "patron deity," typically in the context of an organized religion. Holy folk who hold natural forces sacred are best handled using the *Druid* template (p. 44). Those whose powers stem from spirits rather than gods should use the *Shaman* template (p. 108), as should mystics who have achieved enlightenment through an intense spiritual experience. Finally, "monks" and "lamas" with special powers should use the *Martial Artist* template (p. 76).



Design Notes

Attributes: Wisdom (either native or god-given) is a cornerstone of the priest archetype, so we choose IQ 14.

Advantages: There are two “must-have” advantages for a spell-casting priest: Clerical Investment to reflect ordainment by his church and Power Investiture to reflect being chosen by his god. Literacy is almost universal as well. We also offer a choice of advantages that cover charismatic preachers (Charisma, Voice), the highly devout (Pious, Strong Will, True Faith), the earthly benefits of priesthood (Legal Immunity, Patron, Status) and other benefits of being favored by a god (Blessed, Divine Favor, Luck, Oracle).

Disadvantages: Most priests owe a Duty to their church or congregation, so we make this obligatory. Gods, religions and priestly orders all tend to demand certain standards of behavior, so we require priests to have “vows” (Code of Honor,

Disciplines of Faith, Sense of Duty, Vow) as well. Lastly, we offer a choice of common priestly traits: more stringent standards of behavior, plus disadvantages common to ascetics (Poverty), fanatics (Fanaticism, Intolerance, Stubbornness) and “good” priests (Charitable, Honesty, Pacifism, Truthfulness). “Evil” priests are usually fanatics, and often take evil Vows (e.g., “Must sacrifice a baby on the new moon”).

Primary Skills: A priest must be skilled at both the theory (Theology) and practice (Performance/Ritual) of being a holy man.

Secondary Skills: A priest generally requires good social skills (Bard, Detect Lies, Diplomacy, Fast-Talk, Psychology, Teaching), knowledge of specialized rituals (Exorcism, Sacrifice) and an understanding of the secrets of the universe (Astrology, Occultism, Philosophy). We set aside 10 points for such pursuits.

Background Skills: We present a broad selection of skills. Some are suitable for church officials (Administration, Law, Leadership, Politics) or academic theologians (Research, Writing). Others reflect a requirement to carry out “good acts” (Diagnosis, First Aid, Physician). Certain

skills are used during worship (Dancing, Musical Instrument, Singing) or to show devotion (Fire Walking, Meditation). Thanatology is also included, because the church is one of the few places where it is studied.

Spells: We leave these up to the GM and player to work out. Obviously, they will differ a great deal from god to god!

Priest [100 points]

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Clerical Investment (Rank 1) [5], Literacy [10], Power Investiture 1 [10] and a total of 15 points chosen from Blessed [10], Charisma [5/level], Clerical Investment (Rank 2+) [5/level], Divine Favor, Legal Immunity [5 to 15], Luck [15], Oracle [15], Patron (Church), Pious [5], Power Investiture 2+ [10/level], Status [5/level], Strong Will [4/level], True Faith [15] and Voice [10].

Disadvantages: Duty (To church, not dangerous, 12 or less) [-5], at least -5 points in Code of Honor, Disciplines of Faith, Sense of Duty or Vows, and another



Generic Fantasy

Sister Ré

(150 points)

Age 18; 5'9", 140 lbs.; blonde hair, blue eyes, fair skin; a young woman wearing the livery of an order of fighting priests.

ST 12 [20], DX 13 [30], IQ 14 [45], HT 11 [10]

Basic Speed 6.00, Move 6.

Dodge 6, Parry 6, Block 7.

Advantages: Clerical Investment (Rank 1) [5]; Literacy [10]; Power Investiture 2 [20]; Strong Will +1 [4]; True Faith [15].

Disadvantages: Duty (To church, 9 or less) [-5]; Honesty [-10]; Intolerance (Supernatural beings other than her god's servants) [-5]; Vow (Own no more than her horse can carry) [-10]; Vow (Use no edged weapons) [-10].

Quirks: Always carries her holy symbol; Bloodthirsty when fighting “monsters”; Doesn't proselytize; Prays to her god after battle and after using magic; Wears the heaviest armor she can afford. [-5]

Skills: Brawling-13 [1]; Exorcism-14 [4]; First Aid/TL3-14 [1]; Flail-12 [2]; Meditation-12 [2]; Occultism-14 [2]; Performance/Ritual-14 [2]; Shield-14 [2]; Sling-12 [2]; Theology-14 [4]; Wrestling-13 [2].

Languages: Common Tongue (native)-14 [0].

Spells* (1 point each): Bless-14; Bravery-14; Continual Light-14; Cure Disease-14; Light-14; Major Healing (VH)-13; Minor Healing-14; Purify Food-14; Remove Curse-14; Resist Cold-14; Resist Fire-14; Shield-14.

* Includes +2 for Power Investiture. Prerequisites have been ignored in return for a limited spell list.

SISTER RÉ IS AN acolyte of a fighting order. She bears arms at all times and patrols the roads of the kingdom with a band of stalwart adventurers, looking for evil to vanquish and wrongs to right. Her god has granted her some powerful spells with which to aid her companions, while her training at arms lets her stand in the front lines in the battle against evil and her faith lets her send off undead menaces using her holy symbol alone.



Note: Sister Ré is intended to illustrate the “fighting cleric” found in fantasy. She can turn the undead, cast healing and protective spells, and has a prohibition against using bladed weapons. Just fill in the name of your favorite “good” god to complete her character sheet.

James DiGazio (100 points)

Age 31; 5'9", 173 lbs.; dyed black hair, hazel eyes, swarthy skin; a heavy, bearded man with long hair, dressed entirely in black.

ST 10 [0], **DX** 10 [0], **IQ** 15 [60], **HT** 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Clerical Investment (Rank 2) [10]; Divine Favor (The Darkness; 6 or less) [10]; Power Investiture (The Darkness) 3 [30].

Disadvantages: Duty (To the Temple of Eternal Dark, 9 or less) [-5]; Secret (Murderous maltheist) [-20]; Vow (Sacrifice a human on the new moon) [-15].

Quirks: Cheers for the monsters, psychos and evil cultists at horror movies; Dislikes bright light; Dresses entirely in black; Fascinated by temple and mausoleum architecture; Keeps the air conditioning on full-blast. [-5]

Skills (TL7 where applicable): Architecture-15 [2]; Astrology-14 [2]; Computer Operation-14 [½]; Detect Lies-12 [½]; Driving (Automobile)-10 [2]; Fast-Talk-14 [1]; Guns (Pistol)-13† [2]; Leadership-14 [1]; Occultism-14 [1]; Performance/Ritual-14 [1]; Research-14 [1]; Sacrifice-14 [2]; Thanatology-14 [2]; Theology (Eternal Dark)-14 [2].

† Includes +2 for IQ.

Languages: English (native)-15 [0].

Spells* (1 point each): Cold-16; Curse-16; Dark Vision-16; Darkness-16; Freeze-16; Frost-16; Frostbite-16; Hush-16; Planar Summons (The Darkness)-16; Recover Strength-16; Resist Cold-16; Shape Darkness-16; Steal Health-16; Steal Strength-16; Strike Blind-16.

* Includes +3 for Power Investiture. Prerequisites have been ignored in return for a limited spell list.

JAMES WORKS FOR Noble & Shaw, a prestigious architectural firm. He's not a pleasant person to be around, and most people think he's a weirdo. The fact is, he's a high priest of the Temple of Eternal Darkness, a cult that worships an evil entity known only as "The Darkness." James learned about The Darkness from a yellowed manuscript he found in an old church in New Hampshire while on a field trip to look at religious architecture. He became obsessed with it, and was approached by the Temple a few months later. They initiated him into the cult and taught him its secrets, including human sacrifice. James now heads up the Atlanta Temple. He is a favorite of The Darkness, who has granted him sinister powers and even assisted him directly on at least one occasion.

-20 points chosen from those disadvantages or Charitable [-15], Fanaticism [-15], Honesty [-10], Intolerance (Religious) [-5 or -10], Pacifism [-15], Poverty [-10 or -15], Stubbornness [-5] and Truthfulness [-5].

Primary Skills: Performance/Ritual (M/A) IQ [2]-14, Theology (any) (M/H) IQ [4]-14.

Secondary Skills: A total of 10 points in Bard, Fast-Talk, Occultism or Teaching, all (M/A), or Astrology, Detect Lies, Diplomacy, Exorcism, Philosophy, Psychology or Sacrifice, all (M/H).

Background Skills: A total of 5 points in Singing (P/E; HT), Fire Walking or First Aid/TL3, both (M/E), Dancing (P/A), Administration, Leadership, Politics, Research or Writing, all (M/A), Diagnosis/TL3, Law (Religious), Musical Instrument, Physician/TL3 or Thanatology, all (M/H), or Meditation (M/VH).

Spells (include +1 for Power Investiture; base spell level 13, 12 with VH): A total of 24 points in spells from the spell list for the priest's god.

Customization Notes

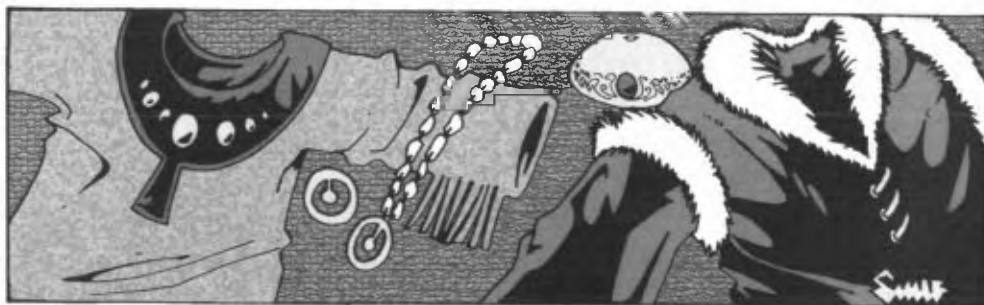
- Players of priests should always go through the following procedure with the GM, and GMs should ask themselves similar questions when designing NPCs. Both players and GMs are *strongly* encouraged to read *GURPS Religion* before starting!

1. Choose a god, then ask: What is the maximum level of Power Investiture granted by this god? What vows does he require? What happens if a priest fails to live up to them? What spells does he grant? Have any of the prerequisites been changed?

2. Choose a religion, then ask: Do the tenets of this religion require additional vows? What are its skill requirements? Can the church grant its priests benefits like Legal Immunity or Status? What is the maximum level of Clerical Investment available?

3. Choose an order of priesthood, then ask: Does this order have any additional requirements for its members? Does it grant any additional benefits? Is a minimum level of Clerical Investment required to join? A maximum allowed within its ranks?

- Priests with Power Investiture will almost never have the Divine Curse or Excommunicated disadvantages! Any transgression severe enough to result in either would have cost the cleric his powers.



Using This Character

The spell-casting cleric is a classic fantasy character, but can fit into almost any setting where gods exist and have real power. The template above is quite suitable for a PC in a 100-point campaign. For playability's sake, extreme vows should be avoided. Since the preparation of a gods, religions, orders of priesthood and spell lists is a great deal of work, not all GMs will want to permit PC priests. Players should always check with the GM ahead of time.

Communicator Veeseven

(100 points)

Age 42; 5'10", 135 lbs.; shaved head, black eyes, black skin; a middle-aged woman with a busted-up TL10 communicator marked "V7" hanging around her neck on a thong.

ST: 10 [0] **IQ:** 15 [60] **Speed:** 5.25
DX: 10 [0] **HT:** 11 [10] **Move:** 5
Dodge: 5

Advantages

Charisma +2 [10]; Clerical Investment (Rank 1) [5]; Literacy [10]; Longevity [5]; Power Investiture (One) 2 [20]; Status 1 [5].

Disadvantages

Cultural: Primitive -7 TLs [-35]. *Personal:* Duty (To One, not dangerous, 12 or less) [-5]; Sense of Duty (Colonians) [-10].

Quirks

Always faces One's hill when she invokes magic; Calls everyone "child"; Dislikes having to punish lawbreakers; Only teleports if she absolutely has to; Smiles incessantly. [-5]

Skills

Administration-14 [1]; Bard-16† [1]; Body Sense-10 [4]; Diagnosis/TL3-14 [2]; Law (Religious)-13 [1]; Leadership-16† [1]; Performance/Ritual-14 [1]; Philosophy-14 [2]; Physician/TL3-14 [2]; Teaching-14 [1]; Theology (One)-14 [2].

† Includes +2 for Charisma.

Languages

Colonian (native)-15 [0].

Spells* (1 point each, except where noted):

Create Air-15; Create Earth-15; Create Plant-15; Create Water-15; Gift of Tongues (VH)-14; Sense Danger-15; Telepathy (VH)-15 [2]; Teleport (VH)-15 [2]; Teleport Other (VH)-15 [2].

* Includes +2 for Power Investiture. Prerequisites have been ignored in return for a limited spell list.

Description

VEESEVEN LIVES IN COLONIA, a thriving agrarian community on an otherwise uninhabited planet. She's also a Communicator, which means that she can send her thoughts to One, the god who lives under the hill in the center of Colonia. Like all Communicators, Veeseven can get One to bring her plants, rich soil or water, remove large boulders or stumps from the fields, warn her about dangerous creatures nearby, and even magically remove her from danger. Veeseven can also ask One to communicate her thoughts to others at a distance.

As a Communicator, Veeseven is one of Colonia's leaders. She is bound to serve the Colonian community as a healer and a judge, and must use One's power wisely for the good of all. Her main privilege is the right to enter the cave of One; those who enter the cave against One's will vanish forever. The cave is where One teaches the Communicators many things, and is also where Communicators are ordained, given a new name and their symbol of office, and invested with the power of One.

The Truth: "One" is a TL16 Precursor artifact: a psionic AI with a total-conversion power source, teleporter, powerful sensor array and dozens of high-Complexity programs. It was found by a survey vessel almost a century ago. The AI grounded the ship and teleported it far away,

then used its telepathic powers to wipe the minds of the ship's crew and implant the suggestion that they had always been low-tech farmers. One chose the most healthy and charismatic crew members to be "priests" and used its teleporter and telepathic interface to give them "magical powers." Finally, One installed these priests as the rulers of the colony (now "Colonia") to help it run things.

Today, nearly 100 years later, the Colonians are totally dependent on One. They have no idea that the Communicators are in telepathic contact with a manipulative AI. They view One as a true god and see its ultra-tech trickery as genuine divine power. Even the Communicators believe this. The Communicators aren't actually telepathic; One talks to them on a weird band that does not interact with normal telepathy (One's effective range is about 100 miles). Each "spell" is actually a set of command codes for one of One's programs, and must be learned just as if it were a magical ritual. For all intents and purposes, this TL16 wizardry should appear to be magic, even to a psionic character.

And what does One want? It regards the whole situation as nothing more than an experiment in cultural evolution.

Veeseven is intended as an NPC for a TL10 *GURPS Space* campaign. The PCs intercept a slower-than-light distress signal from a survey ship and set out to investigate. When they arrive, they find only a few thousand farmers living in on a fertile patch of land. They are definitely human. Veeseven steps forward and addresses them in their native language (thanks to One's TL16 translation program). The trick is to figure out what's going on before One makes a new batch of converts . . .



Osric Heal-hands (100 points)

Age 23; 5'8", 121 lbs.; shaven head, brown eyes, pasty complexion; skinny young man in a plain brown robe.

ST 9 [-10], DX 11 [10], IQ 15 [60], HT 11 [10]

Basic Speed 5.50, Move 5.

Dodge 5, Parry 6.

Advantages: Healing (Power 9) [27]; Strong Will +2 [8]; Telepathy (Power 3; this is the Empathy advantage) [15].

Disadvantages: Chummy [-5]; Major Delusion ("My powers are magical!") [-10]; Pacifism (Cannot kill) [-15]; Sense of Duty (Everyone he knows personally) [-10].

Quirks: Disdainful of wizards' guilds; Humble; Meditates every morning at sunrise; Tends to draw close and touch people when he talks; Truthful (except when it comes to his Delusion). [-5]

Skills: Detect Lies-17* [1]; Diagnosis/TL3-13 [1]; Diplomacy-13 [1]; Hypnotism-13 [1]; Meditation-13 [2]; Physician/TL3-13 [1]; Occultism-13 [½]; Psychology-15* [½]; Staff-10 [2].

* Includes +3 (Psychology)/+4 (Detect Lies) for Empathy.

Languages: English (native)-15 [0].

Psi Skills: Emotion Sense-14 [2]; Healing-15 [4]; Metabolism Control-14 [2]; Sense Aura-14 [2]; Sleep-14 [2]; Telereceive-14 [2]; Telesend-13 [1].

OSRIC IS A HEALER. Those who've met him would add that he's a *good* healer and a pleasant young man, even if he does pretend to be a mage. In fact, every wizard who has ever looked at Osric's aura has told him that he isn't a mage. Osric puts this down to close-mindedness on the part of the Wizards' Guild, and claims that he has a special kind of "healing magic" that standard Aura spells cannot detect. His mentor, "Brother John," apparently assured Osric of this, but no one has ever been able to locate Brother John. Given the value of Osric's skills, most folks are willing to ignore his eccentricities.



PSIONIC WIZARD

"The power of thought, – the magic of the mind!"

– Lord Byron

A "WIZARD" is someone who can alter reality with a feat of willpower. This ability is usually labeled "magic" in fantasy literature and "psi" in science fiction; horror and occult fiction are divided on the issue. Those who study such things often go so far as to define "psi" as a native power of the mind, while "magic" involves the invocation of an external supernatural agency (e.g., a god, demon or elemental spirit). In fiction, however, the *effects* are basically identical, and many people feel that such causal distinctions are arbitrary. The upshot is that a wizard can be equally well described using *GURPS Magic* or *GURPS Psionics*.

The most important decision for the GM is whether to use *Psionics* on its own or with *Magic*. The simplest option is to define *all* wizards as psis. This is probably the best choice in a modern/futuristic campaign, where a lot of the trappings of magic – such as grimoires (p. M5), rituals (p. M7), magic ingredients (p. M9) and the wizard's staff (p. M14) – aren't "in genre." This was the option chosen for *GURPS Black Ops*, where psis (like the Lodge, p. BO106) often call themselves "wizards."

Alternatively, psi and magic might exist side-by-side, which leads to two further options. The first of these is to use the "invocations vs. mental powers" distinction and make this known to the *characters*. Spell casters are called "wizards" while those with psi powers are known as "espers" or "telepaths," and it is well known that the two are completely different. The second option is to treat psi and magic as different schools of wizardry, one characterised by fatiguing rituals, the other by meditative discipline. Any miraculous feat is called a "spell," and the two kinds of wizards see their powers as the "external" and "internal" facets of the same phenomenon.

By itself, the template below describes a dedicated psi, like a meditative monk or an esper. The "psionic wizard" is really a whole *class* of character types, though. Unless you plan to create a psi for its own sake, choose another template and read the discussion there, then customize the template below by selecting psi abilities that are similar to the spells recommended for the character type chosen.

Design Notes

Attributes: High IQ is the definitive psi trait, so we select IQ 14.

Advantages: Psi powers are *vital* to the psionic character, so we offer a choice between these, some psi-like (Autotrance, Charisma, Medium, Special Rapport, Visualization) and psi-related (Animal Empathy, Mindlink, Plant Empathy) advantages, and the consummate psi advantage: Strong Will.

Disadvantages: We present a broad selection. Nightmares, Sleepwalker and Weirdness Magnet are sometimes regarded as being psi-related. Neurological (Epilepsy, Migraine) and psychological (almost any mental disadvantage) problems are common among psis in fiction. Finally, we include some uniquely psionic problems: Pside Effects, Supersensitive and Telepathic Addiction.

Primary Skills: Most psi characters have at least some knowledge of how their powers work, so we include Psionics skill (the psi equivalent of Thaumatology) at level 14.

Secondary Skills: We offer a variety of skills that are common to fictional psis (Autohypnosis, Dreaming, Lucid Dreaming, Meditation, Mind Block), as well as

Note: This discussion focuses mainly on the campaign issues that surround psionic wizard characters. *GURPS Psionics* is required to make use of this material.

some which enhance psi skills (Body Sense, Flight) or which are enhanced by psi skills (Body Language, Detect Lies, Hypnotism, Sensitivity).

Background Skills: Standard "wizard skills" (Occultism, Research, Teaching, Writing) and the Psychology skill round out the psi character.

Psi Skills: These skills take the place of spells. See *Customization Notes* for ideas on how to select them.



Psionic Wizard [100 points]

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: A total of 50 points in Animal Empathy [5], Autotrance [5], Charisma [5/level], Medium [10], Mindlink [1/level], Plant Empathy [5], Special Rapport [10], Strong Will [4/level], Visualization [10] and psi powers [3/level for Antipsi, Astral Projection, ESP, Healing or Psychic Vampirism; 5/level for Electrokinesis, Psychokinesis, Telepathy or Teleportation]. At least one level of psi power is *required*.

Disadvantages: A net -30 points chosen from Epilepsy [-30], Migraine [-5 to -20], Nightmares [-5], Sleepwalker [-5], Weirdness Magnet [-15], "Pside Effects" (p. P88) and psychological problems; Major Delusion ("My powers are magical!") [-10] is common. Telepaths may also choose Supersensitive [-2/level] or Telepathic Addiction [-10 or -20].

Primary Skills: Psionics/TL3 (M/VH) IQ [8]-14. Psis who think they're mages may wish to omit this!

Secondary Skills: A total of 6 points chosen from Lucid Dreaming (M/E) IQ [1]-14; Mind Block (M/A) IQ [2]-14; Autohypnosis, Body Language, Detect Lies or Hypnotism, all (M/H) IQ-1 [2]-13; Dreaming, Meditation or Sensitivity, all (M/VH) IQ-2 [2]-12; Flight (P/A) DX [2]-10 and Body Sense (P/H) DX [4]-10.

Background Skills: Any *two* of Occultism, Research, Teaching or Writing, all (M/A) IQ-2 [½]-12, or Psychology (M/H) IQ-3 [½]-11.

Psi Skills: A total of 20 points in psi skills. These may only be learned for powers selected as advantages.

GURPS Horror

Miss Splinker (150 points)

Age 42; 5'5", 115 lbs.; black hair, hazel eyes; thin, bespectacled woman in conservative clothes, her hair in a bun.

ST 10 [0], DX 10 [0], IQ 15 [60], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Comfortable Wealth [10]; Psychokinesis (Power 10) [40]*; Telepathy (Power 8; includes the Empathy advantage) [32]*.

* Psychokinesis and Telepathy have the limitation "Requires elaborate gestures, nonsense words or a physical focus" [-20%].

Disadvantages: Bad Sight (Nearsighted, correctable) [-10]; Loner [-5]; Major Delusion ("My powers are magical!") [-10]; No Sense of Humor [-10]; Pside Effect (Drawback: using psi produces the odor of brimstone; giving -2 reaction) [-5].

Quirks: Dislikes gossips; Has conservative standards (except for magic); Thinks that her black cat is a familiar; Wears her hair in a bun. [-4]

Skills: Cooking-14 [½]; Detect Lies-18** [2]; Diplomacy-12 [½]; Driving/TL6 (Automobile)-10 [2]; First Aid/TL6-14 [½]; Flight-10 [2]; History-12 [½]; Linguistics-14 [4]; Mathematics-12 [½]; Occultism-13 [½]; Psychology-15** [½]; Research-14 [1]; Savoir-Faire-14 [½]; Teaching-16 [4]; Writing-14 [1].

** Includes +3 (Psychology)/+4 (Detect Lies) for Empathy.

Languages (include +1 for Linguistics): English-16 [2]; French-16 [2]; German (native)-17 [1].

Psi Skills: Emotion Sense-13 [1]; Illusion-15 [4]; Levitation-14 [2]; Mind Shield-13 [1]; Pyrokinesis-13 [1]; Sleep-14 [2]; Suggest-14 [2]; Telecontrol-14 [2]; Telekinesis-15 [4]; Telereceive-15 [4]; Telesend-15 [4].

GERTRUDE SPLINKER immigrated to the USA after the Great War and overcame anti-German sentiment to become a language teacher at a posh New England prep school. She embodies the "old-maid school teacher" stereotype, being humorless and conservative but organized and decisive. Gertrude discovered her powers while playing "witch" as a girl, and has kept them secret ever since. Her ignorance about the real nature of her powers, along with random occult readings, have led her to view her abilities as "spells" that require strange rituals to activate them: incantations, potions, wands and the like. She uses a broomstick for levitation, for instance, and a "voodoo doll" for Telecontrol.

Rajiv Venugopal (100 points)

Age 18; 5'7", 130 lbs.; black hair, black eyes, brown skin; skinny East Indian kid wearing beads and leather.

ST 9 [-10], **DX** 10 [0], **IQ** 15 [60], **HT** 9 [-10]

Basic Speed 4.75, Move 4.

Dodge 4.

Advantages: Electrokinesis (Power 10) [50], Patron (Tvashtri Corporation, 9 or less) [15], Status I [5].

Disadvantages: Cyberpsi Addiction (Like Telepathic Addiction, p. C199; he must enter the net daily with Cyberpsi) [-10], Nightmares [-5], Overconfidence [-10], Pside Effect (Drawback: whenever he logs on, everyone on the net feels uneasy) [-5], Vow (Won't use cyberwear) [-10].

Quirks: Dresses "like a shaman"; Hates being asked how well he slept; Leans toward pacifism; Thinks people who dislike korps are just jealous; Won't go anywhere without net access. [-5]

Skills (TL8 where applicable): Area Knowledge (Cyberspace)-14 [½], Artificial Intelligence-14/24* [2], Computer Hacking-14/24* [4], Computer Operation-15/25* [1], Computer Programming-14/24* [2], Cryptanalysis-14 [2], Dreaming-12 [1], Lucid Dreaming-14 [½], Meditation-12 [1], Mind Block-14 [1], Psionics-14 [4], Research-14 [1].

* Higher skill level is when using Cyberpsi (see p. P12).

Languages: English-14 [1], Hindi (native)-15 [0], Japanese-14 [1].

Psi Skills: Confuse-13 [1], Cyberpsi-17 [8], Dampen-13 [1], Energy Sense-13 [1], Photokinesis-13 [1], Surge-13 [1].

RAJ IS THE RESULT of an up-and-coming korp's research into psi: his genes have been altered, he's been on strange drugs since birth and he spent his childhood learning meditative techniques intended to awaken "computer telepathy." The results? Mixed. Raj is a better hacker than most deckers, and needs no deck; however, he's physically frail, gets ill without daily net access, has terrible nightmares of being trapped in the net and broadcasts a psionic signal over the net whenever he logs on. Despite these weaknesses, Raj enjoys being a korp Wunderkind. After reading about shamanism on the net, he's decided that his powers are a kind of shamanic magic, and now tries to dress and act the part.

Customization Notes

Those skilled at designing mages but not psis may wish to convert familiar spells to psi skills. To this end, we've listed many common spells and their rough psionic equivalents below. To use this list, look the spell up under the appropriate college. The relevant psi skills are given in parentheses next to each spell.

Air: Lightning (Lightning).

Animal: most Animal spells can be simulated with a combination of Telecontrol and Telereceive.

Body Control: Clumsiness (Drain DX); Deathtouch (Mindsword); Fatigue (Drain ST); Roundabout (Telekinesis); Strike Blind or Strike Deaf (Illusion); Stun (Confuse).

Communication and Empathy: Control Person (Telecontrol); Hide Thoughts (Mind Shield); Mind-Reading, Mind-Search, Soul Rider or Truthsayer (Telereceive); Mind-Sending (Telesend); Permanent Possession, Possession or Exchange Bodies (Mindswitch); Persuasion (Aspect); Sense Emotion (Emotion Sense or Sense Aura); Telepathy (Telereceive and Telesend).

Fire: Cold (Cryokinesis); Heat (Pyrokinesis).

Food: Monk's Banquet (Metabolism Control).

Healing: Halt Aging or Youth (Life Extension). Most other Healing spells are covered by the Healing psi skill.

Illusion and Creation: most illusion (but not creation) spells can be simulated with the Illusion and Photokinesis psi skills.

Knowledge: Ancient History or History (Psychometry); Aura (Sense Aura); Divination (Precognition); Glass Wall, Invisible Wizard Eye or Wizard Eye (Clairvoyance); Seeker or Trace (Seekersense or Telescan).

Light and Darkness: Blur or Invisibility (Illusion or Photokinesis); Dark Vision or See Invisible (Clairvoyance).

Mind Control: Daze (Confuse); Emotion Control, Fear or Suggestion (Suggest); False Memory, Forgetfulness or Permanent Forgetfulness (Mindwipe); Foolishness or Mindlessness (Drain IQ); Mental Stun (Mental Blow); Nightmare (Steal Dreams); Rear Vision (Clairvoyance); Sleep (Sleep).

Movement: Air-Golem, Apportation, Locksmith, Manipulate, Poltergeist or Winged Knife (Telekinesis); Blink (Combat Teleport); Ethereal Body (Astral Projection); Flight, Hawk Flight, Levitation or Slow Fall (Levitation); Teleport (Autoteleport); Teleport Other (Exoteleport).

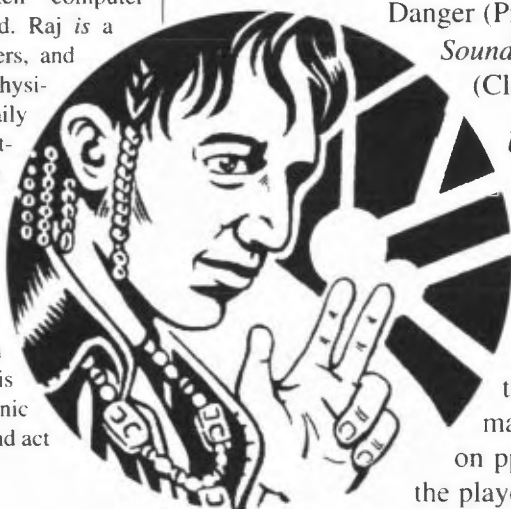
Necromancy: Sense Spirit (Astral Sight); Steal Health (Drain HT or Steal Energy); Steal Strength (Drain ST or Steal Energy).

Protection and Warning: Armor or Shield (Energy Shield or PK Shield); Sense Danger (Precognition).

Sound: Far-Hearing, Invisible Wizard Ear or Wizard Ear (Clairaudience); Sound Vision (Clairvoyance).

Using This Character

If the GM permits psionic characters, there is no reason not to allow a PC built on this template in a standard 100-point fantasy game; in fact, having multiple kinds of wizards can really liven things up! The GM is cautioned against allowing players to quickly increase psi power with earned points, though, as this has roughly the same effect as allowing mages to buy large pools of Extra Fatigue. The sidebars on pp. M7, P51 and P109 should be required reading for the player of any psionic wizard.



Ricardo Alvarez

(500 points)

Age 54; 5'9", 165 lbs.; charming, middle-aged Hispanic man with a ready smile, sporting a tasteful suit and tie.

ST: 10 [0] **IQ:** 17 [100] **Speed:** 6.50
DX: 12 [20] **HT:** 14 [45] **Move:** 6.00
Dodge: 6

Advantages

Astral Projection (Power 10) [30]; Charisma +2 [10]; ESP (Power 10) [30]; Longevity [5]; Psychic Vampirism (Power 10) [30]; Reputation +4 (Wealthy wine drinkers) [6]; Status 1 (free, from Wealth) [0]; Teleportation (Power 10) [50]; Unusual Background (Psionic) [50]; Wealthy [20].

Disadvantages

Extreme Fanaticism (To the Lodge) [-15]; Obsession (Contacting the aliens that he *knows* exist on Earth) [-10]; Xenophilia [-15].

Quirks

Cautious; Knows that he *isn't* a sorcerer, but claims to be one anyhow; Loves good wine; Regards non-psi as "blind"; Smiles insanely whenever he looks up at the sky. [-5]

Skills

Accounting-16 [2]; Appreciate Beauty (specialized in wine)-21/(general)-15 [4]; Body Sense-12 [4]; Chess-17 [1]; Computer Operation/TL7-17 [1]; Cooking-17 [1]; Driving/TL7 (Automobile)-12 [2]; Economics-20 [10]; Fast-Talk-20 [8]; Guns/TL7 (Pistol)-16* [4]; Merchant (specialized in wine)-21/(general)-15 [1]; Mind Block-18 [4]; Occultism-16 [1]; Psionics/TL7-17 [8]; Research-18 [4]; Savoir-Faire-18 [2].

* Includes +2 for IQ.

Languages

English-20 [8]; Spanish (native)-17 [0].

Psi Skills

Astral Projection-16 [2]; Astral Sight-16 [2]; Autoteleport-18 [6]; Clairaudience-18 [6]; Clairsentience (Smell)-17 [4]; Clairsentience (Taste)-17 [4]; Clairvoyance-18 [6]; Combat Sense-18 [6]; Combat Teleport-18 [6]; Drain Emotion-16 [2]; Drain IQ-18 [6]; Exoteleport-18 [6]; Precognition-20 [10]; Psychometry-18 [6]; Seekersense-18 [6]; Steal Power-18 [6].

Description

RICARDO ALVAREZ IS a mid-level Lodge wizard. His "day job" is as a high-end wine merchant. Anybody who's *anybody* has heard of him: he procures the best vintages for the most exclusive customers at suitably inflated prices. By using Seekersense to locate rare bottles, Psychometry to verify their authenticity and Clairsentience to smell and taste the wine while it's still in the bottle, he never makes a bad purchase. He then turns

around and gets top dollar when he resells the wine, using Precognition to select the best buyers and Drain IQ to make them more susceptible to his sales patter. His customers are rarely disappointed!

His role in the Lodge is plotting economic disaster. While his powerful ESP abilities and Harvard PhD in economics are useful here, his real talent lies in his ability to exploit the trust of his customers, most of whom are wealthy and powerful. They let him into their homes and offices without a second thought; he's even the godfather of some of their children!

Once he's through the door, he can read or steal secret files, locating them with Astral Projection, Clairvoyance and Seekersense, then teleporting to where they are or teleporting them to him. Alternatively, he can reduce his victims to blithering idiots with Drain IQ, then talk them into revealing secrets or even making rash, far-reaching decisions.

Ricardo's modus operandi makes him dangerous enough. What's worse is that he suspects (and has had precognitive dreams about) the existence of aliens on Earth. He knows that these aliens are psionic, like his Lodge brethren, and believes that they're closer to him in nature than the pathetic, blind humans who surround him. He envisages a glorious union between the aliens and the Lodge, leading to a Golden Age where psi will occupy their rightful place as the rulers of Earth. Naturally, he sees himself as instrumental to this outcome. Should he ever discover how right he is about the Greys, the planet (or Ricardo) could be in serious trouble...

Of course, with his psi powers, close proximity to the rich and powerful, and interest in global economics, it's only a matter of time before Ricardo crosses the path of Mind. How the Lodge deals with this when it happens will be critical; a full-fledged psionic war between the Lodge and Mind has the potential to be more damaging than even a Lodge-Grey alliance. The Company suspects Ricardo's activities, but has had to maintain its distance so far owing to his ties with both the Lodge and the glitterati.



Ricardo is a 500-point **GURPS Black Ops** character, designed to be used as an NPC foe. He's unlikely to be useful as a protagonist outside of an all-Lodge campaign; he's certainly not up to Company training standards. With a few changes, he could also work as a **Supers** villain or the sinister mastermind at the center of a **Horror** campaign.

GURPS Cliffhangers

Doktor Klaus Bann (150 points)

Age 40; 5'9", 145 lbs.; bald, blue eyes, very fair skin; sinister-looking man in boots and a long coat.

ST 9 [-10], DX 10 [0], IQ 15 [60], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Ally Group (A dozen blond thugs, 9 or less) [20]; Initiation (Second Level) [15]; Mystic Symbol 2 (Spear) [20]; Status 2 [10]; Strong Will +2 [8].

Disadvantages: Fanaticism (Nazism) [-15]; Intolerance [-10]; Social Stigma (Nazi) [-15].

Quirks: Calls all Americans "dogs"; Keeps a pistol in his pocket at all times; Laughs like a maniac; Speaks of his Mystic Symbol as "The Spear"; Stereotypical Nazi. [-5]

Skills (TL6 where applicable): Driving (Automobile)-10 [2]; Guns (Pistol)-13* [2]; History-14 [2]; Interrogation-15 [2]; Leadership-14 [1]; Literature-14 [2]; Occultism-16 [4]; Poisons-12 [½]; Research-14 [1]; Ritual Magic (Teutonic)-15 [8]; Savoir-Faire-15 [1]; Symbol Drawing (Runes)-14 [2].

* Includes +2 for IQ.

Languages: English-13 [½]; German (native)-15 [0].

Paths and Rituals: Path of Dreams-14 [4]; Dream Sanctum-11 [0]; Dream Shackles-6 [0]; Dream Visitor-12 [0]; Dreamwalk-14 [0]; Night Terrors-10 [2]; Path of Health-14 [4]; Analeptic-14 [0]; Evil Eye-14 [14]; Malaise-9 [0]; Succor-10 [0]; Vitality-11 [0]; Path of Luck-14 [4]; Journeyman's Curse-11 [0]; Locate-9 [0]; Malediction-14 [16]; Palladium-11 [0]; Rainmaker-9 [0]; Stroke of Luck-13 [0]; Vision of Luck-9 [0]; Windfall-12 [0].

DOKTOR BANN IS A member of the Thule Society, the occult brotherhood behind the Third Reich. He and his brethren hope to use ancient Teutonic rituals to defeat the Allies and win the War. Equipped with a couple of nasty curses and a spear that amplifies his powers (a replica of the Spear of Longinus, which he claims is *the* Spear), Bann is a typical Thule initiate. He's a likely target for Allied spies (possibly the PCs . . .), but he's canny, skilled in dire magic and surrounded by a bodyguard of MP40-toting storm troopers, making him dangerous prey.

RITUAL MAGICIAN

"The key of the rituals is in the secret word which I have given unto him."

— Aleister Crowley

NOT ALL WIZARDS toss flashy, mana-powered spells around. Many use slow, careful rituals that are intended to channel the power of spirits and which rarely result in visible effects. This probably describes the majority of real-life "wizards" better than the system presented in *GURPS Magic*. We'll call sorcerers who practice this kind of magic "ritual magicians" or "initiates" to distinguish them from mages (wizards with Magery).

The ritual magician is a kind of shaman (p. 108), a person who has the ability to communicate with spirits and who uses spiritual power to work magic. Not all ritual magicians are spiritual leaders, however. Many are more concerned with what the spirits can do in the mortal world; i.e., they're interested in outcomes. This isn't to say that they don't care about the spirit world, but they specialize in providing concrete miracles to back up spiritual beliefs. Evil ritual magicians often *exploit* these beliefs for personal power!

GURPS' ritual magic system is found in *GURPS Voodoo*. The title may suggest that we're limiting ourselves to the blend of African animism, Catholicism and native West Indian magic that's found in the Caribbean and South America. While that's *one* class of ritual magic, there are many others, including Hermetic and Gnostic magic, Sufi mysticism, Templar ritualism, American Indian shamanism and European witchcraft, not to mention the syncretic practices of American witches, Victorian magicians, the Golden Dawn, neopagans and New Age mystics. This template can be used to build characters from *any* of these backgrounds!



Design Notes

Attributes: Like most wizards, ritual magicians are usually considered to be quite wise, so we choose IQ 15.

Advantages: Initiation is almost *required* by a ritual magician, so we make Initiation (Second Level) mandatory. We also offer a choice of initiate powers (Autotrance, Channeling, Mystic Symbol, Spirit Advisor, Visualization), useful

Note: GURPS Voodoo is needed to make use of this template.

non-initiate powers (Intuition, Luck, Reawakened, Spirit Empathy, Strong Will) and traits that reflect an influential magician's social position (Ally Group, Clerical Investment, Reputation, Status).

Disadvantages: No particular disadvantage is universal among ritual magicians, but we present some common ones, including religious fervor (Fanaticism, Intolerance), religious obligations (Disciplines of Faith, Duty, Sense of Duty, Vow), social pressures (Reputation, Secret, Social Stigma) and supernatural problems (Voices).

Primary Skills: A ritual magician *must* have the Ritual Magic skill, so we take it at 15. Since Symbol Drawing is capable of greatly boosting skill with Rituals, we add that skill as well.

Secondary Skills: All ritual magicians have Occultism skill, Theology skill or both, the exact mix depending on their personal beliefs.

Background Skills: Ritual magicians in most cultures can patch up the wounded (First Aid), often know how to "liven up" a ritual (Bard, Dancing, Musical Instrument, Performance, Performance/Ritual) and sometimes learn to brew dangerous concoctions to back up their magic (Poisons).

Paths and Rituals: Ritual magicians study *Paths*, magical skills that govern various spiritual forces. We give our magician a choice of two *Paths*, then allocate additional points for raising a few specific *Rituals*. These default from *Paths*, and are the closest thing a ritual magician has to spells.

Ritual Magician [100 points]

Attributes: ST 10 [0], DX 10 [0], IQ 15 [60], HT 10 [0].

Advantages: Initiation (Second Level) [15] and 20 points in Ally Group (Followers), Autotrance [5], Channeling [10], Clerical Investment [5], Intuition [15], Luck [15], Mystic Symbol 1 or 2 [10 or 20], Reawakened [10], Reputation, Spirit Advisor, Spirit Empathy [10], Status 1 or 2 [5 or 10], Strong Will [4/level] and Visualization [10].

Disadvantages: A total of -30 points selected from Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Duty [-2 to -15], Fanaticism [-15], Intolerance [-5 or -10], Reputation, Secret [-5 to -30], Sense of Duty [-5 to -15], Social Stigma [-5 to -15], Voices [-5 to -15] and Vow [-5 to -15].

Primary Skills: Ritual Magic (any) (M/VH) IQ [8]-15, Symbol Drawing (any) (M/H) IQ-1 [2]-14.

Secondary Skills: A total of 4 points in Occultism (M/A) and Theology (M/H).

Background Skills: Any *two* of First Aid/TL3 (M/E) IQ-1 [½]-14, Bard, Performance or Performance/Ritual, all (M/A) IQ-2 [½]-13, Musical Instrument (any) or Poisons, both (M/H) IQ-3 [½]-12, or Dancing (P/A) DX-2 [½]-8.

Paths and Rituals: Any *two* of the following *Paths*, plus 12 points in any of the associated *Rituals* (at 2 points/level):

1. Path of Dreams (M/VH) IQ-1 [4]-14. *Rituals:* Dream Sanctum-11, Dream Shackles-6, Dream Visitor-12, Dreamwalk-14, Night Terrors-9.
2. Path of Health (M/VH) IQ-1 [4]-14. *Rituals:* Dose (Analeptic)-14, Evil Eye-7, Malaise-9, Succor-10, Vitality-11.
3. Path of Luck (M/VH) IQ-1 [4]-14. *Rituals:* Chaperone (Palladium)-11, Journeyman's Curse-11, Lost and Found (Locate)-9, Malediction-6, Money Maker (Windfall)-12, Rainmaker-9, Stroke of Luck-13, Vision of Luck-9.
4. Path of Protection (M/VH) IQ-1 [4]-14. *Rituals:* Curse Sanctum-14, Dream Sanctum-8, Ghost Shirt (Achilles' Shield)-7, Reversal of Fortune-11, Sanctuary (Aegis)-10, Soul Cleansing-10, Turn the Beast-8, Vitality-10.
5. Path of the Spirit (M/VH) IQ-1 [4]-14. *Rituals:* Call (Invoke)-10, Command (Beckon)-14, Invite (Summon)-7, Mastery (Dominion)-11, Raise Zombie-10,

GURPS Horror

Sir Chester Rooke (150 points)

Age 25; 5'11", 160 lbs.; blond hair, blue eyes, fair skin; attractive and well-dressed toff.

ST 10 [0], DX 10 [0], IQ 15 [60], HT 12 [20]

Basic Speed 5.50, Move 5.

Dodge 5.

Advantages: Attractive [5]; Channeling [10]; Initiation (Second Level) [15]; Spirit Advisor (Genius, 9 or less) [10]; Status 2 (inc. +1 for Wealth) [5]; Wealthy [20].

Disadvantages: Compulsive Carousing [-5]; Compulsive Spending [-5]; Laziness [-10]; Lecherousness [-15]; Reputation -2 (To upper classes) [-5].

Quirks: Calls his Spirit Advisor "Charlie"; Doesn't realize that most people have to work for a living; Ignorant of the fact that ritual magic is a religion to some; Reads trashy books on the occult; Somewhat gullible. [-5]

Skills: Accounting-13 [1]; Administration-13 [½]; Bard-13 [½]; Carousing-12 [2]; Driving/TL6 (Auto)-10 [2]; Economics-13 [1]; Guns/TL6 (Shotgun)-12* [1]; Occultism-14 [1]; Research-13 [½]; Riding (Horse)-10 [2]; Ritual Magic (Hermetic)-16 [12]; Savoir-Faire-15 [1]; Sex Appeal-12† [1]; Symbol Drawing (Magic Circles)-14 [2]; Writing-13 [½].

* Includes +2 for IQ.

† Includes +1 for Attractive.

Languages: English (native)-15 [0].

Paths and Rituals: Path of Luck-16 [12]; Journeyman's Curse-13 [0]; Locate-11 [0]; Malediction-8 [0]; Palladium-13 [0]; Rainmaker-11 [0]; Stroke of Luck-16 [2]; Vision of Luck-11 [0]; Windfall-16 [4]. Path of the Spirit-14 [4]; Beckon-14 [0]; Dominion-11 [0]; Invoke-10 [0]; Raise Zombie-10 [0]; Ritual of Banishment-10 [0]; Ritual of Slaying-9 [0]; Soul Zombie-8 [0]; Spirit Searcher-10 [0]; Summon-7 [0]; Turn the Beast-11 [0]; Turn the Spirit-12 [0].

SIR CHESTER IS A young and naive landed baronet. His chums call him an "upper-class twit" behind his back, mostly because he hasn't a clue why they can't run off on adventures with him, or why they don't share his expensive tastes in motor cars and women. He became fascinated with the occult as a teenager, mainly because he kept encountering spirits, but once he learned of the Path of Luck, he forgot all about that. Nowadays, Chester uses magic mostly to make money. He has no idea that the rituals he uses to manipulate the stock market have a religious significance, or that they are part of something much bigger than himself. It's only a matter of time before he attracts the attention of someone who wants to set him straight.

GURPS Voodoo

Dulcie Christophe (100 points)

Age 25; 5'7", 143 lbs.; dark-brown hair, brown eyes, brown skin; young Haitian woman in ordinary street clothes.

ST 10 [0], DX 10 [0], IQ 15 [60], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Autotrance [5]; Initiation (Second Level) [15]; Reputation +3 (Voudounistas in Montréal) [5]; Visualization [10].

Disadvantages: Chummy [-5]; Compulsive Generosity [-5]; Secret (Voudoun sorceress) [-5]; Social Stigma (Poor immigrant) [-5]; Struggling Wealth [-10]; Vow (Never turn down a request for spiritual aid) [-10].

Quirks: Attends Catholic mass every Sunday; Doesn't trust materialists; Finds Canada cold, even in the summer!; Humble; Optimistic. [-5]

Skills: Bicycling-10 [1]; Cooking-15 [1]; Diplomacy-14 [2]; Fast-Talk-14 [1]; First Aid/TL7-15 [1]; Performance/Ritual-14 [1]; Professional Skill (Seamstress)-15 [2]; Ritual Magic (Voudoun)-15 [8]; Singing-10 [1]; Theology (Voudoun)-15 [4]; Vever Drawing-14 [2].

Languages: Creole (native)-15 [0]; French-15 [2].

Paths and Rituals: Path of Health-15 [8]; Dose-15 [0]; Evil Eye-8 [0]; Malaise-10 [0]; Succor-12 [2]; Vitality-12 [0]. Path of Luck-14 [4]; Chaperone-11 [0]; Journeyman's Curse-11 [0]; Lost and Found-9 [0]; Malediction-6 [0]; Money Maker-12 [0]; Rainmaker-9 [0]; Stroke of Luck-13 [0]; Vision of Luck-9 [0]. Path of Protection-15 [8]; Curse Sanctum-15 [0]; Dream Sanctum-9 [0]; Ghost Shirt-8 [0]; Reversal of Fortune-12 [0]; Sanctuary-11 [0]; Soul Cleansing-12 [2]; Turn the Beast-9 [0].

DULCIE IS A HAITIAN mambo who lives in Montréal and works as a seamstress. Outgoing and generous, she has never used her powers selfishly, except for the ritual she used to hasten her immigration proceedings. While she has used her magic to procure money in the past, she has always given this to the truly needy. Lately, Dulcie has found herself in something of a dilemma. North American society takes a dim view of Voudoun, and she has to keep her powers hidden to avoid trouble, but she feels an obligation to help anyone who has a spiritual problem (whether they know it or not). So far, she's limited her activities to the local Haitian community, but she knows that sooner or later, something has to give.

Ritual of Banishment-10, Ritual of Slaying-9, Soul Zombie-8, Spirit Searcher-10, Turn the Beast-11, Turn the Spirit-12.

Customization Notes

- Consider spending a few points on another Path or two. Powerful ritual magicians will know *all* the Paths above, and will have many points in Rituals as well.
- Initiation at the third level or better is a good idea for ritual magicians in high-powered games, but players should talk to the GM before making such characters.
- Paths can't exceed Ritual Magic skill, while Rituals can't be raised above the Paths they default from; therefore, high Ritual Magic and Path skills are *vital*.
- Ritual magic is a radical departure from the system in *Magic*, but there are parallels.

Paths govern general classes of effects, much like magical colleges. The Path of Dreams corresponds roughly to Communication & Empathy and Mind Control, the Path of Health to Body Control and Healing, the Path of Luck to Knowledge and Meta-Spells, the Path of Protection to Meta-Spells and Protection & Warning, and the Path of the Spirit to Necromantic spells.

Rituals are like spells, and those familiar with *Magic* but not *Voodoo* may prefer to choose them by comparing them to spells. On the list below, Rituals that bear at least a vague resemblance to a spell are given in parentheses after the spell name:

Banish (Ritual of Banishment, Ritual of Slaying), Bless (Stroke of Luck), Cure Disease (Dose), Curse (Journeyman's Curse, Malediction), Deathtouch (Evil Eye), Divination (Vision of Luck), Magic Resistance (Chaperone, Curse Sanctum), Minor Healing (Succor), Missile Shield (Ghost Shirt), Nightmare (Dream Visitor, Night Terrors), Peaceful Sleep (Dream Sanctum), Pentagram (Sanctuary, Turn the Beast, Turn the Spirit), Pestilence (Malaise), Rain (Rainmaker), Reflect (Reversal of Fortune), Remove Curse (Soul Cleansing), Seeker (Lost and Found, Spirit Searcher), Sickness (Malaise), Soul Jar (Soul Zombie), Summon Demon (Call, Invite, Mastery), Summon Spirit (Call, Command), Vigor (Vitality) and Zombie (Raise Zombie).

Some Rituals are unique to the ritual magic system, and have no close parallels in *Magic*. These are Dreamwalk, Dream Shackles and Money Maker.

Using This Character

This template is suitable for almost any campaign where ritual magic exists. Ritual magicians work well in historical settings (e.g., a Druid in an *Imperial Rome* campaign, a Caribbean sorcerer in a *Swashbucklers* game), *Horror* and of course *Voodoo*. With a little work, they can also be used as "clerics" in *Fantasy* games, and even pass for metahumans in a *Supers* campaign. Regardless of the setting chosen, players and GMs interested in using ritual magic in their games should read *Voodoo* (pp. VO43-81 in particular).



Maye

(150 points)

Age 60; 4'9", 125 lbs.; hunchbacked old woman in threadbare gray clothes, walking with the aid of a gnarled stick.

ST: 9 [-10] **IQ:** 16 [80] **Speed:** 5.25

DX: 9 [-10] **HT:** 12 [20] **Move:** 5

Dodge: 5

Advantages

Claim to Hospitality (Local wise women) [2]; Initiation (Second Level) [15]; Intuition [15]; Longevity [5]; Reputation (+2 to local villagers, -2 to the Baron and his wizards) [0]; Strong Will +1 [4].

Disadvantages

Hunchback [-10]; Poor [-15]; Sense of Duty (Her village) [-10]; Status -1 [-5].

Quirks

Comes up with little rhymes, then laughs at them; Gives apples to children; Has been having the same argument with the local friar for 20 years; Likes to chew fat; Points with her walking stick, never her finger. [-5]

Skills

Area Knowledge (Village & its surrounds)-16 [1]; Cooking-16 [1]; Diagnosis/TL3-15 [2]; Dyeing-15 [1]; First Aid/TL3-16 [1]; Herbalist-16 [4]; Occultism-16 [2]; Ritual Magic (Witchcraft)-16 [8]; Theology (Pagan)-15 [2].

Languages

Local language (native)-16 [0].

Paths and Rituals

Path of Dreams-16 [8]; Dream Sanctum-14 [2]; Dream Shackles-8 [0]; Dream Visitor-14 [0]; Dreamwalk-16 [0]; Night Terrors-11 [0]. Path of Health-16 [8]; Dose-16 [0]; Evil Eye-9 [0]; Malaise-11 [0]; Succor-16 [8]; Vitality-13 [0]. Path of Protection-16 [8]; Curse Sanctum-16 [0]; Ghost Shirt-9 [0]; Reversal of Fortune-13 [0]; Sanctuary-16 [8]; Soul Cleansing-12 [0]. Path of the Spirit-16 [8]; Call-12 [0]; Command-16 [0]; Invite-9 [0]; Mastery-13 [0]; Raise Zombie-12 [0]; Ritual of Banishment-12 [0]; Ritual of Slaying-11 [0]; Soul Zombie-10 [0]; Spirit Searcher-12 [0]; Turn the Beast-13 [0]; Turn the Spirit-15 [2].

Description

MAYE IS A VILLAGE wise woman, and she *is* wise. Her cackle and eccentric behavior hide one of sharpest, most insightful minds in the land, just as her stooped back and walking stick mask the fact that she's quite fit for a venerable peasant woman. Maye is skilled at many things, and acts as the village herbalist, midwife and general repository of domestic wisdom. She is also the village's informal spiritual leader, calling upon the power of the Old Gods to keep the village safe from evil spirits and sometimes the Baron's court wizards.

Maye uses her powers to heal the sick and wounded, banish nightmares and carry out the occasional exorcism. Once a month at the full moon, she and the other wise women of the region gather in a small forest clearing to exchange gossip and the odd magical secret. They don't have a formal "coven" and rarely carry out group rituals, since they know that would make them an easy target for witch hunters. They always keep in touch, however, and occasionally hold "meetings" in the Dream World



as well, although they try to avoid this because of the possibility of magical "eavesdroppers."

For over 20 years, Maye has been locked in a rather circular debate with the local friar, Karl, about the role of the Church in society and the value of what Karl calls "folk beliefs" (and which the Church calls "paganism"), but this debate is quite friendly. Maye and Friar Karl are equally appalled at the activities of the Baron, who will employ any means, up to and including evil sorcery, to extract every last penny from his land. While the two are not allies (the Church would never condone that), Maye and Karl never get in each other's way when it comes to the spiritual well-being of the village.

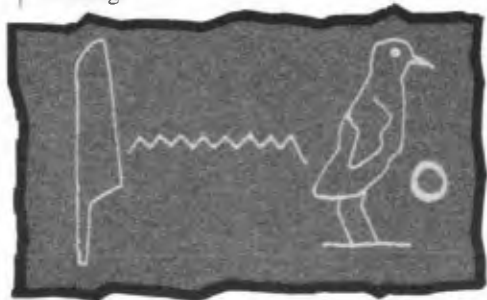
As for the Baron, he is aware of Maye and intensely dislikes her, but owing to the dire claims made by some of his *own* magicians, he fears her and he refuses to act against her directly. Likewise, he dares not go to the Church, as they may discover some of the darker dealings at his court. As a result, the Baron leaves his sorcerers to deal with Maye and all the other village witches. So far, these adepts have failed in their attempts, largely because Maye and the other wise women have access to powerful ritual sites and the strong psychic support of their villages.

Maye is best used as friendly NPC (perhaps a Patron) in a *Camelot*, *Celtic Myth*, *Fantasy* or *Middle Ages I* campaign that uses ritual magic. A character much like Maye could also be found in a *Vikings* or even *Swashbucklers* campaign, but a few changes would have to be made. Of course, brash PCs may cross her, in which case she could be a dangerous enemy – if only because trifling with her could easily get them lynched by the villagers. If the PCs are agents of the Church, it would be amusing to have them walk in on a magical war between the Baron's sorcerers and the local witches!

Ebhla

(100 points)

Age 21; 5'8", 121 lbs.; auburn hair, green eyes, fair skin; a pretty young woman in elven clothing.



ST 9 [-10], DX 12 [20], IQ 15 [60], HT 10 [0]

Basic Speed 5.50, Move 5.

Dodge 5, Parry 8.

Advantages: Attractive [5]; Literacy [10]; Magery 1 [15]; Manual Dexterity +2 [6].

Disadvantages: Voices (Disturbing; the cries of those killed in the Banestorm) [-10]; Vow (Never learn any magic but rune magic) [-15]; Xenophilia [-15].

Quirks: Casual vegetarian; Cries whenever she hears her Voices; Dislikes cities; Goes on and on about how wonderful elvish culture is; Thinks non-rune magic is dangerous [-5].

Skills (TL3 where applicable): Calligraphy-13* [1]; Camouflage-14 [½]; First Aid-14 [½]; Jeweler-15* [1]; Occultism-13 [½]; Rune-Lore (Elven)-15 [8]; Staff-12 [4]; Stealth-12 [2]; Survival (Woodlands)-13 [½]; Woodworking-12 [2].

* Includes +2 for Manual Dexterity.

Languages: English-15 [2]; Elvish (native)-15 [0].

Spells (inc. +1 for Magery): Activate Runes (VH)-15 [4].

Runes (1 point each): Animal-13; Body-13; Create-13; Food-15; Heal-13; Light/Dark-14; Magic-13; Plant-14; Protect-14; Sense-13; Strengthen-14; Warn-14; Water-14.

ABANDONED IN THE Great Woods as an infant, Ebhla was raised by wood elves as one of their own, and grew into a tall, graceful and attractive youth. Between her appearance and her magery, she fit in well among the elves. Her only flaw was that she could hear the voices of those killed in the Banestorm. This cruel quirk of magic eventually led her to two conclusions. First, all races are equal, and genocide like that attempted by the dark elves is the most heinous of crimes. Second, casting spells by rote is dangerous, because it leaves no time to contemplate the consequences. This latter belief led her to learn runes rather than spells. Since then, she has embarked on a career making jewelry in the elvish style, usually engraved with healing or protective runes.

RUNE-MAGE

*"The youthful Kon knew all the runes,
Runes long-lasting, runes life-giving,
Knew too how to save men's lives,
Dull the sword blades, calm the breakers,
Knew the language of wild bird-cries,
Quenched the fires and calmed men's sorrows."
— from the Rigsthula*

TO UNDERSTAND the rune-mage, one must first understand runes. The word "rune" commonly refers to a letter, pictograph or ideogram, especially one that is engraved (a *glyph*). It is derived from the ancient Indo-European word *ru*, which means (roughly) "mystery" or "secret." There's a good reason for this!

In many cultures, written symbols are associated with magical or mystical concepts like deities and forces of nature; therefore, runes can be used to work magic and are the tools of wizards. Runic inscriptions differ from the scrolls and grimoires of other magical traditions in two ways. First, the power is contained within the characters themselves and not a lengthy text composed from them. Second, the runes are used both for day-to-day writing *and* magic, unlike most other magical symbols.

The rune-mage doesn't just understand the naive symbolism of runes or how to write with them; he also knows how to invoke magic with them. Runes can be written, engraved, traced in the air and (if named) even sung or spoken aloud to release their power, allowing the wizard to cast spells. Pre-engraved rune stones can be laid out for the same effect, and can also be used for divination. Finally, items can be enchanted by adorning them with runes. As a result, many rune-mages are expert craftsmen as well as wizards.

Traditionally, rune-mages are dabbling in the most powerful form of magic. Runes symbolize primordial concepts, so the magic of runes is enduring and sometimes *dangerous*. Since rune magic is always improvised, most rune-mages will eventually fall afoul of their magic and end up paying a dark price for their powers. In an effort to avoid such consequences, many mages adopt semi-religious practices. The most common of these is extreme ritualism: always making a specific rune sign before eating, sleeping, etc. Some rune-mages even go so far as to treat their rune stones as sacred, and will not let anyone else touch them.

Those interested in rune magic should realize that while it is slower and less reliable than rote spell-casting, it also allows a mage to improvise spells and enchant magic items. Rune-mages trade tactical effectiveness for greater overall flexibility. They won't be casting free Deathtouch spells, but by mastering 25 runes, a skill (Rune-Lore) and a spell (Activate Runes), they will be able to reproduce over 300 spells from *GURPS Magic* (as well as the 400 or so in *Grimoire*!).

The GM determines which rune languages are available in his campaign, whether each language covers all 11 "verb" runes and 14 "noun" runes on p. M91, and whether any of these languages have *additional*



runes. For instance, the runes in *Magic* correspond to the colleges of magic in that book; GMs with access to *Grimoire* may wish to add “Gate” and “Technology” nouns to certain rune languages, or even add runes like “Acid,” “Energy,” “Electricity” and “Metal” for the subcolleges introduced there.

Design Notes

Attributes: Like any wizard, a rune-mage needs to be intelligent, but since Magery does not help when learning runes, we choose IQ 15 to compensate.

Advantages: Literacy is vital for a rune-mage! It’s probably more important than Magery, but we include Magery 1 to meet the prerequisites for the Activate Runes spell. We also add Manual Dexterity to assist with parchment rune casting and fine engraving.

Disadvantages: We offer a choice: rune magic is primordial wisdom, often associated with the gods, so mages may have to pay a price for their knowledge (Destiny, Divine Curse, Unluckiness, Weirdness Magnet). Rune-mages are often portrayed as observing Disciplines of Faith, notably iconism (accumulating and revering runic items), mysticism and ritualism. A Vow to use only rune magic can explain why a mage would choose runes over spells. Finally, most rune-mages want a set of true stones, and for many this is an Obsession.

Primary Skills: Since skill with a given rune can never exceed Rune-Lore skill, high Rune-Lore skill is *crucial* for a rune-mage, so we take it at level 15.

Secondary Skills: We include Calligraphy, for parchment rune casting, and set aside points for Artistic and Craft skills so that the mage can fabricate runic magic items.

Background Skills: Since runes are deeply interconnected with other mystical and magical knowledge, we add Occultism skill. Rune-mages quite commonly *write* in their runic alphabets, so we add Writing skill as well.

Spells: The Activate Runes spell is *required* for rune magic and limits effective skill with rune casting, so we take it at level 15.

GURPS Horror

Ari Derfel

(100 points)

Age 15; 5’5”, 113 lbs.; dark-brown hair, brown eyes, pasty skin; a skinny, “geeky” boy wearing taped-up glasses.

ST 9 [-10], DX 10 [0], IQ 16 [80], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Extra Fatigue 2 [6]; Less Sleep 4 (4 hours/night) [12]; Magery 1 [15]; Manual Dexterity +2 [6].

Disadvantages: Bad Sight (Nearsighted, correctable) [-10]; Obsession (Building a golem) [-10]; Secret (Plays around with magic) [-5]; Struggling Wealth [-10]; Youth (15 years old) [-6].

Quirks: Hates being told how smart he is; Likes to argue; Never misses temple; Spends hours in his room with his books; Thinks his magical research means he’s very religious [-5].

Skills: Calligraphy-13* [4]; Fast-Talk-14 [½]; Mathematics-14 [1]; Occultism-14 [½]; Pottery-15 [1]; Research-14 [½]; Rune-Lore (Kabbalistic)-15 [4]; Sculpting (from IQ default)-12 [4]; Theology-14 [1]; Writing-14 [½].

* Includes +2 for Manual Dexterity.

Languages: English (native)-16 [0]; Hebrew-15 [1].

Spells (inc. +1 for Magery): Activate Runes (VH)-15 [2].

Runes: Body-15 [2]; Control-14 [1]; Create-15 [2]; Earth-15 [2]; Heal-14 [1]; Illusion-14 [½]; Magic-15 [2]; Mind-15 [2]; Move-15 [1]; Sound-15 [½]; Strengthen-14 [½]; Transform-13 [½]; Undead-15 [2].

ARI WAS BORN to Jewish parents in New York. As long as he can remember, people have crowed about how smart he is, how good he is with his hands and how he’s so artistic, while his parents enrolled him in Scripture class, Hebrew class and anything else they could find in order to keep the compliments rolling in. He hated it all until he heard the legend of the Golem. Suddenly, he was *very* interested! He started going to the library every day after school and staying late at temple to ask the rabbi questions. He also took a new interest in his pottery class; after all, where else was he going to find enough clay?

Ari has stayed up every night for over eight months working on his own golem. Now all he has to do is cast that old spell he read about . . .



Ljot Ljotsson (100 points)

Age 22; 5'8", 145 lbs.; sandy hair, blue eyes, youthful features; a bearded man wearing leather clothes and a sword belt.

ST 10 [0], DX 11 [10], IQ 15 [60], HT 10 [0]

Basic Speed 5.25, Move 4.

Dodge 4, Parry 5, Block 7 (-1 Parry and +1 Block to reflect Viking combat training, p. VI36).

Advantages: Literacy [10]; Magery 1 [15]; Manual Dexterity +2 [6].

Disadvantages: Code of Honor (Viking) [-10]; Disciplines of Faith (Ritualism) [-5]; Duty (To kin; 6 or less) [-2]; Magic Susceptibility 1 [-3]; Weirdness Magnet [-15]; Wyrd (Will come to misfortune due to his magic) [-5].

Quirks: Enjoys tall tales; Lives alone; Not the least bit afraid of magic; Points out the shapes of runes in everyday items; Stamps his initial on all his work ("L" is "laguz," the water rune). [-5]

Skills (TL3 where applicable): Armoury-16 [4]; Boating-10 [1]; Broadsword-12 [4]; Calligraphy-13* [2]; Fishing-14 [½]; Occultism-13 [½]; Rune-Lore (Futhark)-15 [8]; Seamanship-14 [½]; Shield-12 [2]; Skaldic Lore-12 [½]; Swimming-10 [½]; Survival (Island/Beach)-13 [½]; Theology-12 [½]; Writing-13 [½].

* Includes +2 for Manual Dexterity.

Languages: Old Norse (native)-15 [0].

Spells (inc. +1 for Magery): Activate Runes (VH)-15 [4].

Runes (1 point each except where noted): Air-14; Body-13; Control-13; Create-13; Earth-13; Fire-14; Heal-13; Magic-14 [2]; Mind-13; Protect-14; Strengthen-14; Water-15 [2]; Weaken-14.

Equipment: Bag of common rune stones; Broadsword (cut 1d+1, or 1d-1); Light leather armor (PD 1, DR 1); Viking shield (PD 4).

LJOT THE ARMOURER is respected for his skills, but most people think he's a little odd. He's honorable enough – no one would say otherwise – but he's also a wizard. He knows things that most folk think are best left unknown and he laughs at the idea that magic is dangerous. His mentor, the village's previous armourer, perished in a mysterious fire. Many feel that Ljot's wyrd is similar, especially since he casually sketches fire runes in the air at the forge. His habits have attracted supernatural attention already: objects engraved with his initial weep tears of salty water, the clouds above seem to form rune-like shapes when he's fishing, and people have seen bright fires dancing near his house in the driving rain.

Runes: We offer a balanced choice of "noun" and "verb" runes, better than half the total alphabet. That should be more than enough to get a rune-mage off to a good start!

Rune-Mage [100 points]

Attributes: ST 10 [0], DX 10 [0], IQ 15 [60], HT 10 [0].

Advantages: Literacy [10], Magery 1 [15], Manual Dexterity +2 [6].

Disadvantages: A total of -25 points selected from Destiny (or Wyrd) [-5 to -15], Disciplines of Faith (any) [-5 or -10], Divine Curse [-5 to -15], Obsession (Obtain a full set of true rune stones) [-5 to -15], Unluckiness [-10], Vow (Never learn any magic but rune magic) [-15] and Weirdness Magnet [-15].

Primary Skills: Rune-Lore (any) (M/VH) IQ [8]-15.

Secondary Skills: Calligraphy (P/A) DX+3 [4]-13 (includes +2 for Manual Dexterity) and 4 points in Artistic or Craft skills such as Armoury/TL3 (M/A), Blacksmith/TL3 (M/A), Jeweler/TL3 (M/H), Sculpting (P/A) or Woodworking (P/A).

Background Skills: Occultism (M/A) IQ-2 [½]-13, Writing (M/A) IQ-2 [½]-13.

Spells (inc. +1 for Magery): Activate Runes (VH)-15 [4].

Runes: **Nouns:** Any 7 of Food or Sound, both (M/E) IQ [1]-15. Air, Fire, Illusion, Light/Dark, Plant or Water, all (M/A) IQ-1 [1]-14, or Animal, Body, Earth, Magic, Mind or Undead, all (M/H) IQ-2 [1]-13. **Verbs:** Any 6 of Communicate, Move, Protect, Strengthen, Warn or Weaken, all (M/A) IQ-1 [1]-14, or Control, Create, Heal, Sense or Transform, all (M/H) IQ-2 [1]-13.

Customization Notes

- Always specify the runic alphabet your character uses! This will matter in play, since Rune-Lore skill is always specialized and different types of runes cannot be combined.
- Consider buying some rune stones. *True* stones require 100, 300 and 600 energy (and cost \$100, \$7,500 and \$15,000 apiece) for Easy, Average and Hard runes respectively; add \$1,000 per stone for +1 to skill, or \$5,000 for +2. A full set of *common* stones in a pouch costs only \$250 and weighs ¼ lb.
- "Rune-mage" is really a whole *class* of character types. Consider choosing another template, reading the discussion there and choosing runes that will let you cast the kinds of spells recommended for that character type.
- Rune magic requires a roll against the lowest of Activate Runes and all the runes involved in the casting, so it is more practical to have a respectable level with all of these skills than to have an astronomical level in just one or two.
- Some rune-mages also use runes for divination. This requires the Divination (Rune-casting) spell on p. M56.



Using This Character

The rune-mage is a viable and interesting PC in 100-point campaign. Playing one can be a refreshing change of pace for a player who is bored with the standard spell-tossing wizard. Be warned, though: rune magic is slow and unreliable at low skill levels, and requires a lot of preparation in advance (scribing parchments, carving stones, etc.). Those who prefer action to planning should probably choose another type of character. Anyone who plans to play a rune-mage should read the *Improvised Spells* chapter of **Magic** (pp. M85-93) and pay special attention to the *Rune Magic* section on pp. M90-93.

Gormgrimm Runehammer

(250 points)

Age 80; 4'6", 220 lbs.; a red-bearded dwarf in rune-covered armor with a mad gleam in his eye and hammer in hand.

ST: 13 [10] **IQ:** 16 [80] **Speed:** 6.00
DX: 12 [20] **HT:** 12 [20] **Move:** 4
Dodge: 5 **Parry:** 7

Advantages

Damage Resistance 1 [-]; Dwarf (see below) [40]; Extended Lifespan [-]; Extra Encumbrance [-]; Extra Fatigue 2 [-]; Group Skill Bonus (Craft skills) +3 [-]; Hard to Kill +1 [-]; Literacy [10]; Longevity [-]; Magery 1 [15]; Manual Dexterity +2 [6]; Very Wealthy [30].

Disadvantages

Bad Temper [-10]; Disciplines of Faith (Iconism) [-10]; Greed [-]; Miserliness [-]; Obsession (Obtain a full set of true rune stones) [-15]; Reduced Move -1 [-]; Stubbornness [-5].

Quirks

Always carries his hammer; Compulsive traveler; Hates being stereotyped; Leaves *no* stone unturned when examining loot; Refuses to discuss his days in Zarak. [-5]

Racial: Intolerance of orcs; Never shaves beard; Suspicious of elves and goblins. [-]

Skills

Area Knowledge (Ytarria)-16 [1]; Armoury/TL3-20+ [4]; Axe/Mace-14 [4]; Blacksmith/TL3-18+ [1]; Brawling-12 [1]; Calligraphy-14* [2]; Jeweler/TL3-18*+ [½]; Merchant-16 [-]; Occultism-14 [½]; Rune-Lore (Dwarven)-15 [4]; Shield-14 [4]; Survival (Mountains)-15 [1]; Traps/TL3-15 [1]; Wrestling-12 [2].

* Includes +2 for Manual Dexterity.

† Includes +3 Group Skill Bonus.

Languages

English-15 [1]; Dwarvish (native)-16 [0].

Spells (inc. +1 for Magery)

Activate Runes (VH)-15 [2].

Runes

Air-15 [1]; Animal-15 [2]; Body-15 [2]; Communicate-15 [1]; Control-15 [2]; Create-15 [2]; Earth-15 [2]; Fire-15 [1]; Food-15 [½]; Heal-15 [2]; Illusion-15 [1]; Light/Dark-15 [1]; Magic-15 [2]; Mind-15 [2]; Move-15 [1]; Plant-15 [1]; Protect-15 [1]; Sense-15 [2]; Sound-15 [½]; Strengthen-15 [1]; Transform-15 [2]; Undead-15 [2]; Warn-15 [1]; Water-15 [1]; Weaken-15 [1].

Equipment (all enchantments are runic)

Assorted treasure maps; Bag of common rune stones; Dwarven steel pot helm, gauntlets and sollerets (PD 4, DR 6), plate corselet, arms and legs (PD 5, DR 8), all with Deflect +1, Fortify +2 and Lighten (25%); Fine hammer (cr 2d+2) with Puissance +1;

Purse of gold (\$617); Small shield (PD 3) with Deflect +1 and Lighten (25%); Stone amulet with Bless +1; True rune stone: Protect (+1).

Description

GORMGRIMM IS A dwarf possessed. He was a skilled craftsman and enchanter of some status in Zarak when he inherited a true rune stone and vowed to complete the set. At first, this was simply an amusing hobby. Then it became an obsession. Finally, it became a *paranoid* obsession. His friends suspected that the stone was cursed and tried to warn him, but to no avail. Gormgrimm eventually concluded that their next move would be to take his stone away from him. When his friends came to his workshop the next day, they found it deserted; Gormgrimm had left to complete his quest.

Today, Gormgrimm is even more obsessed (if that's possible). He uses only runic magic items, even if better, non-runic ones are available. He viciously attacks anyone who touches his rune stones, and has recently taken to contemplating them as if in prayer. Most of his money goes toward treasure maps that show "lost dwarven treasure troves." He uses what's left to fund expeditions to find these caches (although he's miserly about it, and always hires the lowest bidder). Gormgrimm finds a great deal of gold this way, then spends it all on more maps and expeditions. To date, these expeditions haven't yielded a single rune stone – dwarven or not, true or otherwise.

Gormgrimm is designed as a powerful NPC for a *GURPS Fantasy* campaign. If the PCs are treasure hunters themselves, they may find themselves competing with Gormgrimm for a map, or perhaps even trying to beat him to some fabled dwarven hoard. Alternatively, if they don't mind working for coppers in order to get a cut of a "marvellous treasure" later on, they may be hired by Gormgrimm for one of his expeditions. Ingenious players will find other ways to capitalize on Gormgrimm's obsession, if only because he will pay in gold for an old map, no questions asked.

For those without *GURPS Fantasy Folk*, the following is a summary of the dwarf racial package:

Dwarf [40 points]

Dwarves are short, sturdy and brawny. They are 1½ feet shorter than a human of equivalent ST, but weigh 100 lbs. more. They have coarse features, thick hair, muscular bodies and short legs; male dwarves wear thick, full beards.

Dwarves have ST +2 [20], and the advantages DR 1 [3], Extended Lifespan [5], Extra Encumbrance [5], Extra Fatigue 2 [6], Hard to Kill +1 [5] and Longevity [5]. Their disadvantages are Greed [-15], Miserliness [-10] and Reduced Move -1 [-5].

They have the racially-learned skills Axe/Mace at DX+1 [4] and Merchant at IQ [2], and an overall +3 bonus to all Craft Skills [18]. They have a -2 with all missile weapons, but there is no

point value for this. Their racial quirks are "Suspicious of elves and goblins" [-1] and "Never shaves beard" [-1]. All Dwarves have quirk-level Intolerance of orcs [-1].



Malaika**(100 points)**

Age 64; 5'4", 140 lbs.; gray hair, gray eyes, wrinkled skin; a plump, wizened Romany woman in simple clothing.

ST 9 [-10], DX 10 [0], IQ 14 [45], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Awareness [15]; Extra Fatigue 1 [3]; Longevity [5]; Magery 3 [35]; Second Sight [2].

Disadvantages: Greed [-15]; Social Stigma (Gypsy) [-10]; Struggling Wealth [-10]; Truthfulness [-5].

Quirks: Calls all her pet dogs (9 so far) "Koko"; Honest; Never uses flashy spells in plain sight; Plays up her accent when speaking in a foreign language; Very intolerant of patronizing people. [-5]

Skills (TL5 where applicable): Animal Handling-12 [1]; Area Knowledge (Europe)-14 [1]; Astrology-14 [4]; Bard-14 [2]; Cooking-13 [½]; Fast-Talk-14 [2]; First Aid-14 [1]; Fortune Telling-14 [2]; Needle-craft-10 [2]; Occultism-14 [2].

Languages: English-12 [½]; French-12 [½]; German-12 [½]; Italian-12 [½]; Polish-12 [½]; Rom (native)-14 [0]; Russian [½]-12; Spanish-12 [½].

Spells* (1 point each, except where noted): Body of Air-15; Create Air-15; Create Fire-15; Create Water-15; Destroy Air-15; Destroy Water-15; Divination (Astrology)-16 [2]; Divination (Chiromancy)-16 [2]; Earth to Stone-15; Earth Vision-15; Extinguish Fire-15; History-15; Ignite Fire-15; Lightning-15; Predict Weather-15; Purify Air-15; Purify Water-15; Seek Earth-15; Seek Water-15; Seeker-15; Shape Air-15; Shape Earth-15; Shape Fire-15; Trace-15; Walk on Air-15; Whirlwind-15; Windstorm-15.

* Includes +3 for Magery.

MALAIKA IS A Romany woman with "the sight." She lives on the road with her band. Since she was born in 1810, she has been from one end of Europe to the other a dozen times. Along with cooking, sewing and tending the horses, she reads palms and casts horoscopes for a bit of money. While she likes silver and plays her "gypsy palm reader" shtick to the hilt, she believes in giving an honest reading. Malaika can do a lot more than tell fortunes, and some of her magic is *powerful*, but she keeps this under wraps except when punishing people who laugh at her or refuse to pay. Malaika would be an excellent ally for Victorian PCs with supernatural problems. All it would take is a little silver . . .

SEER

"The magician Merlin had a strange laugh, and it was heard when nobody else was laughing . . . he laughed because he knew what was coming next."

– Robertson Davies, "World of Wonders"

A SEER IS a wizard who can predict the future. Known by many names – diviner, fortuneteller, oracle, soothsayer – the seer played a major role in many ancient cultures, his predictions influencing day-to-day decisions. The Aztecs had soothsayers who kept track of lucky and unlucky days, the Greeks relied on oracles, and Roman emperors consulted with augurs as a matter of course. Historically, this archetype is second only to the priest (p. 88) in importance, and seers often *were* priests. The seer's role in fantasy is equally important, as destiny and the fulfillment of prophecy are central to the genre.

The traditional seer didn't control his abilities, he just interpreted signs sent by the gods in light of the question being asked. These omens typically preceded the question. As the mantic arts evolved and the demand for more precise answers grew, seers began to cast divinations in *response* to questions. They became concerned less with empires and the affairs of gods and more with individual destiny and the affairs of men. Fantasy seers are an extreme case. They

peer into the future with almost scientific precision, and often branch out into remote viewing, locating lost objects and other areas that involve magical answers to questions.

Keep in mind that seers don't determine the future, they just foresee one possible future and suggest that it's more likely than any other. Prophecy is reliable at a fixed point in time, but later events can make it worthless. A seer will couch his predictions in such vague terms that no matter what the outcome, he can claim to be right from a certain point of view. This is important advice for GMs. A single spell should never force a specific course of action. In particular, no seer – however talented – should be able to predict what amounts to a die roll. This is doubly true where magic is concerned. Making magical predictions about magic is like pulling oneself up by the bootstraps: it should never be allowed.

Design Notes

Attributes: A seer is supposed to be wise and perceptive, so we assign IQ 14.

Advantages: Seers are literate in most cultures. Their powers originate from either sorcery (Magery) or the gods (Clerical Investment, Power Investiture). We also offer a choice of traits that will give our seer a "sixth sense" (Awareness, Danger Sense, Oracle, Racial Memory) or help him make lucky guesses (Intuition, Luck, Serendipity).



Disadvantages: We offer a broad choice of flaws common to seers, including Addiction to vision-producing drugs, religious convictions (Code of Honor, Disciplines of Faith, Sense of Duty, Vows), involuntary "visions" (Flashbacks, Nightmares, Voices) and madness (Delusions, Manic-Depressive, Paranoia). Truthfulness is perhaps the most common disadvantage of all.

Primary Skills: All seers should have mundane skill at interpreting omens: Astrology for reading the stars, Dreaming for prophetic dreams, Rune-Lore for rune-casting and Augury for most other things.

Secondary Skills: A seer must be able to bring his prophecies to the world. This requires either Bard skill (to present them verbally) or Writing (to write them down). We also offer skills that reflect a seer's knowledge of the powers that grant him his visions (Occultism, Philosophy, Thaumatology, Theology).

Background Skills: These are skills covering verbal trickery (Fast-Talk, Fortune Telling), practical uses of divination (Gambling, Weather Sense) and the ability to consult the musty old divinations of other seers (Research), all of which are useful to a seer.

Spells: The central ability of the seer is a Divination spell. We offer the entire gamut, plus their prerequisites (History spell and various elemental spells). The number of prerequisites varies a great deal, so we calculate the points remaining in each case and recommend that they be spent on spells. Suggestions follow under *Customization Notes*.

Seer [100 points]

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Literacy [10] and *either* Magery 1 [15] *or* both Clerical Investment [5] and Power Investiture 1 [10]. Additionally, one of the following: Awareness, Danger Sense, Intuition, Luck, Oracle, Racial Memory or Serendipity, all [15].

Disadvantages: A total of -20 points chosen from Addiction (Hallucinogen) [-15], Code of Honor [-5 to -15], Delusions [-5 to -15], Disciplines of Faith (any) [-5 to -15], Flashbacks [-5 to -20], Manic-Depressive [-20], Nightmares [-5], Paranoia [-10], Sense of Duty [-5 to -20], Truthfulness [-5], Voices [-5 to -15] and Vows [-5 to -15].

Primary Skills: Any *one* of Astrology (M/H) IQ [4]-14, or Augury (any), Dreaming or Rune-Lore (any), all (M/VH) IQ-1 [4]-13. Rune-Lore should be taken by those who plan to learn the Rune-Casting spell.

Secondary Skills: Either Bard or Writing, both (M/A) IQ-1 [1]-13, and *one* of Occultism (M/A) IQ-1 [1]-13, Philosophy (M/H) IQ-2 [1]-12, Thaumatology (M/VH) IQ-3 [1]-11* or Theology (M/H) IQ-2 [1]-12.

Background Skills: Any *one* of Fast-Talk, Fortune Telling, Gambling, Research or Weather Sense, all (M/A) IQ-1 [1]-13.

Spells* (base spell level 13, 12 with VH): One point was spent on each of the spells below:

Earth [1]: Seek Earth-13.

Knowledge [3]: History-13, Seeker-13, Trace-13.

Water [1]: Seek Water-13.

Next, choose a Divination spell at 13: Aeromancy (10A; 12), Arithmancy (8A; 14), Astragymancy (6A/5E/6F/5W; 0), Astrology (10A; 12), Cartomancy (3A/2E/3F/2W; 12), Chiromancy (4A/3E/4F/3W; 8), Crystal-gazing (4E/4W; 14), Dactylomancy (3A/2E/3F/2W; 12), Geomancy (9E; 13), Graphology (6A/5E; 11), Haruspication (9E; 13), Hydromancy (9W; 13), Libranomancy (5A/4E/5F/4W; 4 or

Valerius Vispari (100 points)

Age 38; 5'4", 130 lbs.; shaved head, dark-brown eyes; a Roman priest in a toga and sandals.

ST 10 [0], DX 10 [0], IQ 15 [60], HT 11 [10]

Basic Speed 5.25, Move 5.

Dodge 5.

Advantages: Charisma +1 [5], Clerical Investment [5], Literacy (free at Status 1+) [0], Patron (Tribune, 6 or less) [5], Power Investiture 1 [10], Reputation +1 (To Legion) [2], Status 1 [5].

Disadvantages: Code of Honor (Roman) [-10], Duty (To Legion, 12 or less) [-10], Gluttony [-5], Honesty [-10], Truthfulness [-5].

Quirks: Always mixes some wine with his water; Careful about how he phrases his predictions; Likes to take walks and explore; Sharpens his knife before haruspication; Worships Mithras, but believes in other gods. [-5]

Skills: Astrology-12 [½], Augury (Roman)-14 [4], Bard-14+ [½], Carousing-11 [2], Cooking-14 [½], Cyphering-14 [½], Detect Lies-12 [½], Diplomacy-12 [½], Fast-Talk-13 [½], Hiking-11 [2], History-12 [½], Knife-10 [1], Occultism-13 [½], Performance/Ritual-13 [½], Savoir-Faire-14 [½], Strategy-12 [½], Tactics-12 [½], Theology-13 [1].

† Includes +1 for Charisma.

Languages: Greek-13 [½], Latin (native)-15 [0].

Spells* (1 point each, except where noted): Create Earth-14, Divination (Haruspication)-20 [12], Earth to Stone-14, Earth Vision-14, Flesh to Stone-14, History-14, Seek Earth-14, Seek Water-14, Seeker-14, Shape Earth-14, Shape Stone-14, Stone Missile-14, Stone to Earth-14, Trace-14, Walk Through Earth-14.

* Includes +1 for Power Investiture.



VALERIUS VISPARI is a Legion diviner, responsible for casting divinations before battle and on other momentous occasions. A priest of Mithras, he practices earth magic and haruspication (preferably using a bull). He is always careful with his phrasing, and is far more likely to say, "A great victory will be won," than, "You will win a great victory." Despite his hedging, his divinations have proven accurate enough to gain the attention of the tribune. Fine foods and status are Valerius' goals in life. Luckily, his weight has been kept down by long marches.

Modern-Day

Penelope Scarfe (100 points)

Age 38; 5'6", 121 lbs.; coppery hair, blue eyes, pasty skin; small, mousy woman with darting eyes, wearing cat-fur covered clothing.

ST 10 [0], **DX** 10 [0], **IQ** 16 [80], **HT** 9 [-10]

Basic Speed 4.75, Move 4.

Dodge 4.

Advantages: Intuition [15]; Knowledge-Only Magery 3 [22].

Disadvantages: Flashbacks [-10]; Guilt Complex [-5]; Nightmares [-5]; Sense of Duty (All humanity) [-15]; Voices (Disturbing) [-5].

Quirks: Believes she's a psi, not a mage; Dislikes formality and protocol; Hypochondriac; Likes cats (has 4 as pets); Somewhat forgetful. [-5]

Skills (TL7 where applicable): Computer Operation-16 [1]; Dreaming-14 [2]; Hobby (Serial-killer Trivia)-16 [1]; Literature (specialized in the crime novel)-20/(general)-14 [2]; Occultism-15 [1]; Research-16 [2]; Thanatology-15 [2]; Writing-17 [4].

Languages: English (native)-17 [1].

Spells (1 point each, except where noted): Create Air-14; Create Fire-14; Create Water-14; Destroy Air-14; Destroy Water-14; Divination (Cartomancy)-17*; Divination (On-eiromancy)-18* [2]; Earth Vision-14; History-17*; Ignite Fire-14; Predict Weather-14; Purify Air-14; Purify Water-14; Seek Earth-14; Seek Water-14; Seeker-17*; Shape Air-14; Shape Earth-14; Shape Fire-14; Shape Water-14; Trace-17*.

* Includes +3 for One-College Magery. Other spells can only be cast in high mana or better.



AS A LITERATURE student at Oxford, Penelope showed great promise. Her thesis, *Death Imagery in the Modern Novel*, was considered innovative. Then she had a nervous breakdown, retreated to her flat and began to write lurid crime novels to pay the bills. Today, her fans call her "Lady Death" and think she's a romantic figure. In reality, she's miserable. She has vivid and disturbing premonitions about murders; premonitions she attributes to extrasensory perception. She writes her visions down for the police, who think she's a kook and ignore her. Then someone dies and Penelope blames herself. Her mood isn't helped by the fact that she's perpetually ill.

7A/7F: 8), Lithomancy (4E/1W: 17), Lunomancy (5A/1E: 16), Molybdomancy (5F/4W: 13), Oneiromancy (5A/4W: 13), Pedomancy (3E/1W: 18), Pyromancy (10F: 12), Rune-casting (Rune-Lore-15: 14).

The number-letter combinations in parentheses indicate additional prerequisites; the number counts spells, the letter gives the college: Air (A), Earth (E), Fire (F) or Water (W). The number after the semi-colon indicates points *remaining* after the Divination spell and its prerequisites are bought. These should be spent on other spells.

Finally, prerequisites are chosen from the lists below. Count from left to right in the order listed. E.g., "5E" means all Earth spells from Shape Earth to Shape Stone, inclusive.

Air: Purify Air-13, Create Air-13, Shape Air-13, Destroy Air-13, Predict Weather-13, Walk on Air-13, Lightning-13, Body of Air-13, Windstorm-13, Whirlwind-13.

Earth: Shape Earth-13, Earth Vision-13, Earth to Stone-13, Stone to Earth-13, Shape Stone-13, Create Earth-13, Stone Missile-13, Walk Through Earth-13, Flesh to Stone-13.

Fire: Ignite Fire-13, Create Fire-13, Shape Fire-13, Extinguish Fire-13, Heat-13, Cold-13, Essential Flame-13, Resist Fire-13, Fireball-13, Flame Jet-13.

Water: Purify Water-13, Create Water-13, Destroy Water-13, Shape Water-13, Ice Sphere-13, Essential Water-13, Walk on Water-13, Body of Water-13, Dehydrate-13.

* Includes +1 for Magery or Power Investiture. Thaumatology is +1 for seers with Magery.

Customization Notes

- A character frequently found in fiction is the blind seer. He has Blindness [-50] instead of other disadvantages, but this doesn't prevent him from "seeing" visions.
- Certain types of Divination require special tools; e.g., a crystal ball, rune stones or tarot cards. Be sure to set aside enough cash to purchase them! See pp. M55-57 for costs.
- Seers are often employed by the powerful. A seer like this should spend points on Status and Wealth.
- The extra points left over for spells are best spent on a high level of Divination, a second Divination spell or some additional spells from the Knowledge college. Information spells (from any college) are also useful.

Using This Character

This character is intended for a 100-point *Fantasy* campaign. There's no reason why it can't work as a PC, but some GMs feel that divinatory spells are potentially destructive to the plot and forbid them to PCs, so players should talk to the GM before creating seer characters. This is a subtle character, really only useful in a campaign where long-term planning and destiny play a meaningful role. It would not be a good choice as a PC in a "live for the moment" action campaign.



Cicely

(147 points)

Age 30; 5'6", 133 lbs.; armed and armored blonde woman in holy vestments, wearing a silver circlet upon her head.

ST: 9 [-10] **IQ:** 15 [60] **Speed:** 5.75

DX: 12 [20] **HT:** 11 [10] **Move:** 6

Dodge: 4 **Parry:** 6

Advantages

Danger Sense [15]; Extra Fatigue 1 [3]; Literacy [10]; Magery 2 [25].

Disadvantages

Compulsive Carousing [-5]; Delusion ("I am a priestess of the elven goddess of chance. My powers depend upon my virginity. My divinations come from the goddess, and are always correct.") [-15]; Parthenomania [-10]; Sense of Duty (Close friends and companions) [-5]; Stubbornness [-5].

Quirks

Collects engraved stones and bones (beads, dice, rune stones, etc.); Especially likes to play dice games; Outspoken; Uses Cold spell to chill drinks; Wears "religious vestments" over her armor. [-5]

Skills

Brawling-12 [1]; Broadsword-12 [2]; Carousing-12 [4]; Fast-Draw (Knife)-12 [1]; Fast-Draw (Sword)-12 [1]; Fast-Talk-14 [1]; Gambling-14 [1]; Hiking-10 [1]; Knife-12 [1]; Rune-Lore (Elven)-15 [8]; Running-10 [2]; Shield-12 [1]; Spell Throwing (Ice Sphere)-12 [1]; Streetwise-14 [1]; Thaumatology-14* [1].

Languages

English (native)-15 [0], Elvish-14 [1].

Spells* (1 point each, except where noted):

Cold-15; Create Air-15; Create Fire-15; Create Water-15; Destroy Air-15; Destroy Water-15; Divination (Astragyromancy)-16 [2]; Divination (Rune-casting)-16 [2]; Earth to Stone-15; Earth Vision-15; Extinguish Fire-15; Heat-15; History-15; Ice Sphere-15; Ignite Fire-15; Predict Weather-15; Purify Air-15; Purify Water-15; Seek Earth-15; Seek Water-15; Seeker-15; Shape Air-15; Shape Earth-15; Shape Fire-15; Shape Stone-15; Shape Water-15; Stone to Earth-15; Trace-15; Walk on Air-15.

* Includes +2 for Magery.

Equipment

Bag of common rune stones; Decorated "priestess" garb; Dice for astragyromancy; Fine large knife (cut 1d-2, imp 1d-1); Medium shield enchanted with Deflect +1 and Lighten (25%) (PD 4); Pouch of silver (\$47); Powerstone (ST 2), set in silver circlet; Reinforced leather armor enchanted with Deflect +1, Fortify +1 and Lighten (25%) (PD 3, DR 4); Scimitar (cut 1d, imp 1d-1).

Description

CICELY IS A WIZARDLY fortune-seeker who has joined a band of warriors, thieves and wizards in search of wealth and adventure. She is smart, observant, loyal to her companions, handy with a sword and fairly skilled with magic, especially divinations and elemental spells. She also has an amazing "sixth sense" that has saved her friends' lives on more than one occasion. In short, she's a capable adventuring wizard and a valuable addition to any team. Except for one thing: she's more than a little mad.

First, Cicely dresses up in religious vestments and tells people that



she's a priestess of the elven goddess of chance. Her "religious rites" involve a lot of drinking and playing dice at inns. This often leads to romantic advances by men, which she rejects – sometimes violently. When she chooses to give her reasons, she explains that she worships a virgin goddess who would revoke her powers should she ever lose her virginity. As far as anyone knows, all of this is delusional madness, but questioning Cicely on the matter is unsafe, as she is very fast on the draw.

Second, Cicely is touchy about the verity of her divinations. As far as she's concerned, they come from her goddess and cannot be wrong. When they *are* wrong, Cicely refuses to accept it, and will come up with convoluted logic to explain how either her divination or the situation it applies to is being misinterpreted. Challenging Cicely on this is marginally safer than bringing up the priestess issue: a "Poor fool, if only you could see the truth!" lecture is about as likely as a more violent reaction.

Cicely could be used as a PC in a 150-point *Fantasy* campaign (she traded 3 points for equipment, which is why she's only worth 147 points). As crazy as she is (or perhaps because she's so crazy), she would be a lot of fun to play. On the other hand, the GM may prefer to keep lunatics to himself, in which case Cicely could be used as a NPC diviner. It may not be obvious for some time that she's a delusional mage and not a priestess at all, especially if her first few divinations are accurate!

Another possibility is that the PCs could be hired by Cicely's friends to look into her past and find out what happened to her (which is left up to the GM). Needless to say, investigating a crazed diviner is risky business! The investigators will never know when their presence will show up in the runes . . .



Head on Fire (100 points)

Age 40; 5'10", 140 lbs.; gray-blond hair, pale gray eyes, fair skin; a slight Cro-Magnon whose face is hideously scarred by burns.

ST 10 [0], DX 10 [0], IQ 16 [80], HT 11 [10]

Basic Speed 5.25, Move 5.

Dodge 5.

Advantages: Autotrance [5]; Clerical Investment [5]; Status 1 [5]; World Sight [10].

Disadvantages: *Personal:* Disciplines of Faith (Mysticism) [-10]; Duty (To tribe, 12 or less) [-10]; Hideous [-20]. *Racial:* Short Lifespan 1 [-10].

Quirks: Always seeks consensus; Believes that young people have to learn things for themselves; Doesn't accumulate possessions; Proud of his scarred face; Respectful of fire [-5].

Skills: Acting-15 [1]; Animal Guise-15 [1]; Dancing-12 [8]; Exorcism-15 [2]; Herbalist-15 [2]; Leadership-15 [1]; Occultism-15 [1]; Performance/Ritual-15 [1]; Survival (Plains)-15 [1]; Teaching-15 [1]; Theology (Rituals and Ceremonies)-15 [2].

Languages: Tribal Language (native)-16 [0].

Spells (1 point each, except where noted): Aura-14; Banish-15 [2]; Bless-14; Cure Disease-14; Curse-14; Death Vision-14; Detect Magic-14; Divination (Pyromancy)-15 [2]; Exorcism-15 [2]; Minor Healing-14; Remove Curse-15 [2]; Resist Fire-15 [2]; Sense Spirit-14; Summon Spirit-14.

HEAD ON FIRE is the shaman and religious leader of the Wolf tribe. He has always found it easy to trance by gazing into flame, and earned his name after he toppled face-first into hot coals while doing so. This painful experience awakened his powers, and he became the student of Talks While Sleeping, the shaman at the time. When his mentor died, Head on Fire escorted his soul to the spirit world and assumed the old man's position as the tribe's herbalist and seer. Head on Fire is now quite old himself and is training a replacement. Dances in Snow, in the art of fire-gazing.

SHAMAN

"All that we see or seem
Is but a dream within a dream."

— Edgar Allan Poe

A SHAMAN IS someone who enters an altered state of consciousness (an "ecstatic trance") so that he can send his soul to visit the spirit world. This lets him channel the power of spirits, permitting him to heal, divine and escort the souls of the dead into the afterlife. Shamanism is usually practiced in conjunction with animism or totemism. It focuses on spirits rather than deities *per se*, and assumes that if gods exist, they cannot or should not be called upon. Shamanic practices predate organized religion and may date back to Neanderthal culture.

Typically, the shaman is either born with a special gift or called to his profession. Initiation is usually required before he can exercise his talents, and often involves a painful ordeal or a "vision quest" (search for a guardian spirit). This isn't the same as religious ordainment! While a shaman is a spiritual leader, he is not automatically a *religious* leader. His power originates from spirits and not from gods (like a priest) or himself (like a mage). For all practical purposes, though, a shaman is a wizard who works magic in a trance achieved with the aid of chanting, dancing, drugs, drumming, fasting or meditation.

The fantasy shaman is a caricature that results from focusing on the superficial trappings of shamanism and the more fantastic claims made for it. Despite the fact that shamanism exists at all TLs, the fantasy shaman is portrayed as primitive, probably because real-world shamanism is such an ancient practice. He is treated as a combination priest/mage, despite the fact that neither ordainment nor "grimoire and fireball" magic are found in real-world shamanic beliefs. The stereotypical fantasy shaman wears a mask, shakes a rattle and is a part of a tribe that's too primitive to have "real" clerics and mages. Non-human (e.g., orcish) shamans are especially common in fantasy.

Shamanic Magic: This template uses the shamanic magic system on pp. 116-125 of *GURPS Religion*. An older version appears in *Ice Age* (pp. 31-37). *Old West* presents a variant that lets shamans cast spells using a "Power Reserve" granted by a guardian spirit (see pp. OW68-77).

The prerequisites and casting times for shamanic spells differ from those in *Magic*. Those without *Religion* can simulate this fairly accurately by multiplying all casting times by 10, imposing a minimum casting time of 5 minutes, always requiring elaborate rituals (i.e., no reduction in casting time for high skill) and waiving prerequisites.

A shaman must take the World Sight advantage (p. CI48). Magery adds to skill with spells, but isn't a prerequisite for shamanic magic. Literacy is *not* required to learn shamanic spells. The spells permitted to a shaman will depend on the spirits he has access to. The following list is recommended for most shamans: Aura, Banish, Beast Summoning, Bless, Clouds, Cure Disease, Curse, Death Vision, Detect Magic, Divination, Exorcism, History, Lightning, Minor Healing, Pestilence, Predict Weather, Rain, Remove Curse, Resist Fire, Seeker, Sense Foes, Sense Life, Sense Spirit and Summon Spirit. Few other spells suit the "feel" of shamanic magic.





Design Notes

Attributes: Since the shaman is incredibly wise and lacks the benefit of Magery, we assign him IQ 15. We also choose HT 11 to reflect the belief that a shaman's body is "strengthened" by surviving initiation.

Advantages: World Sight is mandatory. We also offer a choice of common traits, including Autotrance for easy trancing, High Pain Threshold and Strong Will for surviving ordeals, spirit-related advantages (Channeling, Medium, Reawakened, Spirit Empathy), magical advantages (Magery, Second Sight), classic "wise man" advantages (Empathy, Intuition, Racial Memory) and social advantages for those who are tribal or religious leaders (Charisma, Clerical Investment, Status).

Disadvantages: A shaman spends much of his time in a trance (Disciplines of Faith) and serving either the spirits or his community (Duty). Other common disadvantages include Addiction to hallucinogens, ritual mutilations (One Eye, One Hand), interference from spirits (Flashbacks, Voices) and various vows (Sense of Duty, Vow). Many shamans are quite venerable (Age), some are outsiders (Loner, Reclusive, Social Stigma) and fantasy shamans will be Primitive. Even in a world where magic works, shamanism may be associated with Epilepsy.

Primary Skills: The shaman is well-versed in occult and spiritual matters and the attendant rituals, so we choose skill 14 with Occultism, Performance/Ritual and Theology. As well, he must be able to achieve a trance state, so we offer a choice of skills useful for the purpose: Dancing, Herbalist (for drugs), Meditation, Musical Instrument or Singing (for chanting).

Secondary Skills: We present a choice of skills that cover shamanic rituals (Animal Guise, Breath Control, Dreaming, Exorcism, Hypnotism, Symbol Drawing) and knowledge (Hidden Lore and the language of spirits).

Background Skills: These skills reflect the shaman's role as a leader (Leadership, Teaching), naturalist (Naturalist) or healer (Diagnosis), and the fact that he must act out the deeds of spirits that most people can't see for themselves (Acting, Bard, Fast-Talk, Sleight of Hand, Ventriloquism). Many shamans learn Survival by spending time alone in the wild during their vision quest.

Modern-Day

Claudia Cross (100 points)

Age 18; 5'7", 139 lbs.; black hair, deep brown eyes, brown skin; a young woman with many tattoos, wearing a robe, head scarf and several sorts of prayer beads.

ST 10 [0], DX 10 [0], IQ 16 [80], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Channeling [10]; Medium [10]; Spirit Empathy [10]; World Sight [10].

Disadvantages: Disciplines of Faith (Mysticism) [-10]; Pacifism (Cannot kill) [-15]; Stubbornness [-5]; Voices (Disturbing) [-10].

Quirks: Doesn't drive; Fatalistic; Knows she's telling the truth and doesn't even try to convince skeptics; Reacts poorly to being called "fortune teller," "psychic," "witch doctor," etc.; Wears mismatched ritual garb from all over the world. [-5]

Skills: Bard-14 [½]; Breath Control-14 [2]; Computer Operation/TL7-15 [½]; Dreaming-14 [2]; Meditation-14 [2]; Occultism-16 [2]; Performance/Ritual-15 [1]; Research-15 [1]; Speed Reading-14 [½]; Teaching-14 [½]; Theology-14 [1]; Writing-15 [1].

Languages: English (native)-16 [0]; Spirit Language-15 [1].

Spells (1 point each, except where noted): Aura-15 [2]; Banish-14; Death Vision-14; Detect Magic-14; Exorcism-14; Sense Spirit-15 [2]; Summon Spirit-15 [2].

WHEN SHE WAS 14 years old, Claudia spend a year in a coma as the result of a car accident. Numerous spirits contacted her during this time, and when she awoke, she could still hear their voices. Her attitude has been colored by this: she accepts her mortality and feels that those who don't believe in spirits are simply wrong. Claudia presently lives with her parents in Brisbane, where she uses the Net to engage in discussions on spirituality and reads about shamanism the world over. She's presently writing a book about her experiences and plans to become a professional guru.



Medicine Flute (100 points)

Age 25; 5'9", 160 lbs.; black hair, brown eyes, coppery skin; a young Sioux man wearing leathers and carrying a flute.

ST 10 [0], **DX** 12 [20], **IQ** 15 [60], **HT** 11 [10]

Basic Speed 5.75, Move 5.

Dodge 5.

Advantages: Clerical Investment† [5]; Magery 1† [15]; World Sight† [10].

† If using the rules in *GURPS Old West*, replace these advantages with Guardian Spirit (Wakan Tanka) [30].

Disadvantages: *Cultural:* Illiteracy [-10]; Primitive -3 TLs [-15]; Social Stigma (Indian) [-10]. *Personal:* Disciplines of Faith (Mysticism) [-10]; Duty (To tribe, 9 or less) [-5]; Vow (Show respect for all nature and never refuse a request for aid) [-15].

Quirks: Always carries a wooden flute; Dislikes guns; Friendly; Only wears leather he has worked himself; Would like to talk to white doctors about medicine [-5].

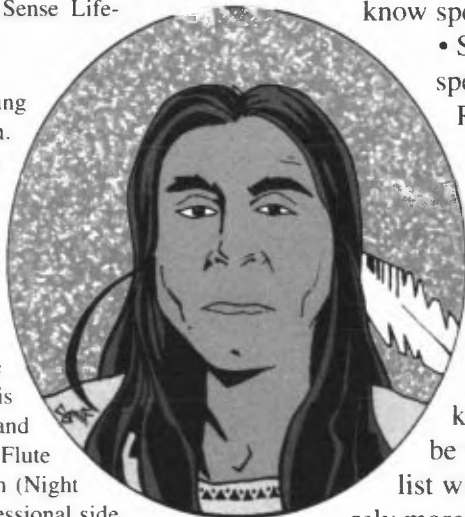
Skills (TL2 where applicable): Acting-14 [1]; Bard-14 [1]; Dancing-12 [2]; Diagnosis-14 [2]; Dreaming-14 [4]; Exorcism-14 [2]; Fast-Talk-14 [1]; First Aid-15 [1]; Herbalist-14 [2]; Hidden Lore (Spirit Lore)-14 [1]; Leatherworking-15 [1]; Musical Instrument (Drum)-13 [1]; Musical Instrument (Flute)-14 [2]; Occultism-14 [1]; Performance/Ritual-14 [1]; Sleight of Hand-11 [2]; Theology-14 [2]; Woodworking-12 [2].

Languages: English-14 [1]; Sioux (native)-15 [0]

Spells* (1 point each): Aura-14; Banish-14; Beast Summoning-14; Bless-14; Clouds-14; Cure Disease-14; Curse-14; Death Vision-14; Detect Magic-14; Exorcism-14; Lightning-14; Minor Healing-14; Pestilence-14; Predict Weather-14; Rain-14; Remove Curse-14; Seeker-14; Sense Foes-14; Sense Life-14; Summon Spirit-14.

* Includes +1 for Magery.

MEDICINE FLUTE IS A young Lakota Sioux shaman. Chosen by Wakan Tanka in a dream, he woke up with a magic flute by his side and the skill to play it. Since the elders agreed that the flute wasn't the work of human hands and since the medicine men could sense Medicine Flute's power, his initiation was immediate and without ordeal. Medicine Flute now assists an older shaman (Night Eagle) as he learns the professional side of being a shaman, especially healing and herbalism.



Spells: We set aside 20 points for spells that the GM feels reflect the powers of the spirits that the shaman deals with.

Shaman [100 points]

Attributes: **ST** 10 [0], **DX** 10 [0], **IQ** 15 [60], **HT** 11 [10].

Advantages: World Sight [10], plus 15 points chosen from Autotrance [5], Channeling [10], Charisma [5/level], Clerical Investment [5], Empathy [15], High Pain Threshold [10], Intuition [15], Magery 1 [15], Medium [10], Racial Memory [15], Reawakened [10], Second Sight [5], Spirit Empathy [10], Status [5/level] and Strong Will [4/level].

Disadvantages: Disciplines of Faith (Ecstasism or Mysticism) [-10] and Duty (To tribe or spirits, 9 or less) [-5], plus -15 points chosen from Addiction (Hallucinogen) [-15], Age [-3/level], Flashbacks [-5 or -10], Loner or Reclusive [-5 or -10], One Eye [-15], One Hand [-15], Primitive [-5/level], Sense of Duty (Nature) [-15], Social Stigma [-5], Voices [-5 to -15] and Vow [-5 to -15]. Alternatively, Epilepsy [-30] may be chosen instead.

Primary Skills: Occultism (M/A) IQ-1 [1]-14, Performance/Ritual (M/A) IQ-1 [1]-14, Theology (M/H) IQ-1 [2]-14, and *one* of Dancing (P/A) DX [2]-10, Herbalist (M/H) IQ-1 [2]-14, Meditation (M/VH) IQ-2 [2]-13, Musical Instrument (Drum or Rattle) (M/H) IQ-1 [2]-14 or Singing (P/E; HT) HT+1 [2]-12.

Secondary Skills: A total of 6 points in Animal Guise, Hidden Lore (Spirit Lore) or Language (Spirit Language), all (M/A), Exorcism, Hypnotism or Symbol Drawing, all (M/H), or Breath Control or Dreaming, both (M/VH).

Background Skills: A total of 3 points in Acting, Bard, Fast-Talk, Leadership, Survival (any) or Teaching, all (M/A), Diagnosis/TL3, Naturalist or Ventriloquism, all (M/H), or Sleight of Hand (P/H).

Spells (base spell level 13, 12 with VH): A total of 20 points in spells from the shamanic spell list provided by the GM.

Customization Notes

- It's often cost-effective for a shaman to raise IQ to save points on skills. While IQ 16+ is normally quite rare, it suits the archetype: a shaman often has superhuman knowledge and insight!

- Most shamans have a special relationship with one or more guardian or totem spirits which should be reflected in his personality and spells. E.g., shamans associated with Rain Spirit tend to have stormy, temperamental personalities and know spells like Clouds, Lightning and Rain.

- Since a shaman rolls against the lower of his ability with the spell and Performance/Ritual skill when working magic (p. R122), it is important to have a high level of Performance/Ritual.

- Wandering shamans are rare in both fact and fiction. Such shamans are usually undertaking a vision quest, and should have additional combat and survival skills.

Using This Character

The shaman is a viable PC in a 100-point fantasy game. With no need for Magery, he will have high IQ and be knowledgeable about a great many things. His spells won't be as fast or as flashy as those of a mage, though, and his spell list will be rather limited. This means that a shaman will have to rely more on mundane skills than magic, making the character type a challenge for players who are used to fireball-chucking wizards. In an action-oriented game with no real spiritual component, shamanism is probably best left to NPCs.

Ugu Cactus-Eater

(150 points)

Age 23; 5'5", 135 lbs.; orc woman in face paint, carrying a club-like rattle and wearing an elf-ear necklace.

ST: 10 [0] **IQ:** 14 [80] **Speed:** 6.00
DX: 12 [20] **HT:** 12/13 [0] **Move:** 5
Dodge: 5 **Parry:** 6

Advantages

Acute Hearing +2 [-]; Clerical Investment [5]; Extra Hit Points 1 [-]; Literacy [10]; Magery 3 [35]; World Sight [10].

Disadvantages

Addiction ("Vision cactus") [-15]; Disciplines of Faith (Ecstasism) [-10]; Duty (To tribe, 9 or less) [-5]; Intolerance [-]; Jealousy [-10]; Orc (see below) [-10]; Reputation -3 [-].

Quirks

Collects elf ears on a thong; Curious about magic; Lets people believe she only knows shamanic magic; Subtle and manipulative (for an orc); Will not teach non-shamans how to read. [-5]

Skills

Brawling-12 [-]; Broadsword-12 [2]; Fast-Talk-14 [2]; Herbalist-13 [2]; Hypnotism-13 [2]; Musical Instrument (Rattle)-12 [1]; Occultism-12 [½]; Performance/Ritual-15 [4]; Sex Appeal-12 [2]; Shield-12 [1]; Survival (Badlands)-12 [½]; Theology-12 [1].

Languages

Anglish-12 [½], Elvish-12 [½], Orcish (native)-14 [0].

Spells* (1 point each):

Magical: Create Water-15; Find Direction-15; Haste-15; Identify Plant-15; Keen Eyes-15; Lend Health-15; Lend Strength-15; Purify Water-15; Quick March-15; Recover Strength-15; Seek Food-15; Seek Plant-15; Seek Water-15; Shield-15; Test Food-15.

Shamanic: Beast Summoning-15; Clouds-15; Curse-15; Death Vision-15; Detect Magic-15; Lightning-15; Pestilence-15; Rain-15; Sense Foes-15; Sense Spirit-15; Summon Spirit-15.

* Includes +3 for Magery.

Equipment

Bag of hallucinogenic cactus buttons; Bone-reinforced leather armor (PD 2, DR 3); Elf-ear necklace; Face paint; Hefty rattle† filled with snake vertebrae (treat as light club, cr 1d+1); Small spellbook (in Elvish); Small shield (PD 2).

† At the GM's option, this may *curse* anyone who takes it from Ugu!

Description

UGU IS A POWERFUL orcish witch who possesses both the ability to enter the spirit world and a great deal of "ordinary" magical talent. She learned her art an early age, including the proper use of "vision cactus" (a hallucinogen) and the ability to read, which her tribe regards as being a magical skill.

As a teenager, Ugu accompanied war parties who raided elven villages. Her job was to leave curses and pestilence behind to thwart anyone who came to investigate the wreckage. This was great fun, and Ugu contented herself with creative cursing and stringing elf ears on a thong until she was about 17 years old. That year, she found a spellbook in the ruins



of a particularly large village and discovered that she could use the magic described therein. While the spells weren't very useful to her, they expanded her horizons and awakened the desire to learn *more*.

Ugu now uses her position as a spiritual leader to incite raids on elven or human communities that she feels are likely to possess magical knowledge that she can exploit. Rather than trying to kill or depose the chieftain and take his place, she uses her spiritual authority and feminine wiles to "suggest" courses of action to him. Generally, he does what she says. Ugu also makes sure that rival shamans and sorcerers stay out of the way, usually by having them killed or exiled. She hopes to one day rise to the position of "sorcerer queen."

Ugu is intended primarily as a NPC "villain" in a 100-point *Fantasy* campaign. It may take the PCs a while to figure out that she's the real force behind increased orc activity in the area, and the main reason why the orcs – traditionally a little manaphobic – are suddenly using more and more magic on their raids. The fact that she uses both shamanic and magical spells may initially throw wizardly investigators off the trail, too.

For those without *GURPS Fantasy Folk*, the following is a summary of the orc racial package:

Orc [-10 points]

Orcs are squat humanoids (2" shorter than a human of equivalent ST, but 10 lbs. heavier) with long arms, bowed legs, leathery skin, hairy bodies and (comparatively) bald heads. They are quite unattractive by human standards. They have IQ -2 [-15] and HT +2 [20], the advantages Acute Hearing +2 [4] and Extra Hit Points 1 [5], the disadvantages Intolerance [-10] and Reputation -3 [-15], and the racially-learned skill Brawling at DX [1].

Blackbird

(200 points)

Age 55; 5'8", 135 lbs.; silvery-blond hair, blue eyes, pale skin; a young half-elven man in sky-blue tunic and trousers.

ST 9 [-10], DX 11 [10], IQ 13 [20], HT 11 [10]

Basic Speed 5.50, Move 5.

Dodge 5 (7 in flight).

Advantages: Eidetic Memory 1 [30]; Half-Elf (+1 IQ; Extended Lifespan 1; Magery 1) [30]; Literacy [10]; Magery 3 [20]; Military Rank 3 [15].

Disadvantages: Compulsive Carousing [-5]; Extremely Hazardous Duty (To Legion) [-20]; Glory Hound [-15].

Quirks: "Buzzes" enemy positions for kicks; Dreads having to give his mission report; Keeps grudges; Parties after every mission; Uses Dye spell to color his clothes sky-blue. [-5]

Skills (TL3 where applicable): Area Knowledge (Megalos)-14 [1+]; Area Knowledge (al-Wazif)-14 [1+]; Camouflage-13 [½+]; Cartography-13 [1+]; Carousing-12 [4]; Crossbow-12 [2]; Flight-14++ [2]; Heraldry-13 [1+]; Navigation-14 [3+]; Savoir-Faire (Military)-13 [½+]; Shadowing-12 [½+]; Stealth-12 [4].

Languages: English (native)-13 [0]; Elvish-12 [½+].

† Points count double (Eidetic Memory).

†† +3 for (Hawk Flight)/8.

Spells* (1 point each, except where noted): Alertness (VH)-14; Apportation-15; Blur-15; Colors-15; Continual Light-15; Dark Vision-15; Darkness-15; Dye-15; Far-Hearing-15; Flight (VH)-14; Hawk Flight (VH)-30 [60]; Hawk Vision-15; Hide-15; Hush-15; Illusion Disguise-15; Infravision-15; Invisibility-15; Keen Ears-15; Keen Eyes-15; Lend Strength-15; Levitation-15; Light-15; Mage-Stealth-15; Night Vision-15; Recover Strength-15; Restore-15; See Invisible-15; Silence-15; Simple Illusion-15; Sound-15.

* Includes +1 for Eidetic Memory, +3 for Magery.

BLACKBIRD WAS BORN illegitimately to a Megalan lord and an elven woman. His father bought him a commission to keep him out of sight, saddling the Legions with a rebellious half-elf who was taking forever to grow up. Eventually, Legion Intelligence had an idea: let the kid practice Hawk Flight until he's grown up, then send him off to spy on al-Wazif. Twenty years later, Blackbird can fly effortlessly, and has learned stealth and information-gathering spells. He's still hard to deal with, but the Legions now find him too useful to get rid of.



"What enables the wise sovereign to strike and conquer, and achieve things beyond the reach of ordinary men, is **foreknowledge**."

— Sun Tzu, "The Art of War"

IN MANY CULTURES, information gathering is the main use for magic. A wizard who gathers information remotely (e.g., with a crystal ball) or indirectly (e.g., by consulting the gods) is a seer (p. 104). One who seeks out information by going into an area personally is a *spy*. His spells serve the same purpose as the bugs, disguises, "truth serum" and other gadgets used by high-tech spies. The difference is that spells are far harder to detect and don't have to be smuggled into secure areas, making magic a potent tool for espionage!

For the purpose of this discussion, a "spy" is someone who gains access to an area, possibly covertly or under false pretenses, in order to gather information and deliver it to his superiors. He usually works for the diplomatic, military or security forces of a nation or corporation. Some of these agencies also employ infiltrators who are experts at killing or stealing, but these are covered separately under *Assassin* (p. 24) and *Thief* (p. 124); counterintelligence agents are covered by *Law Enforcer* (p. 72).

Spies use many techniques. Entering a secure area requires ability at deception (bamboozling guards, disguising oneself, forging an invitation) or physical infiltration (approaching after dark, climbing fences, opening locks). More often, spies are asked to gather publicly-available information, like official speeches or the insignia of troops on parade, without revealing their presence. Such missions exploit the implicit "security clearance" that comes with citizenship or employment in many places, which means that the spy must be familiar with foreign languages and customs.

Inside the target area, the spy must actually procure the information he's after. This process can be simple (writing down information that's in plain sight) or complex (cracking a safe), subtle (seduction) or direct (kidnapping and interrogation). The spy must then get this information back to H.Q., which may involve encoding it first, then dropping it off or smuggling it back using a variety of exotic means. Finally, the information may require detailed analysis, because it is either in code or only a small piece of a larger puzzle.

This discussion only touches on the highlights of spycraft; those who wish to learn more should see *GURPS Espionage*.

Design Notes

Attributes: A spy must be quick-witted, and agile enough to get away with sneaking around, so we pick DX 12, IQ 14.

Advantages: Aside from Literacy and Magery, we offer appropriate social advantages (Alternate Identity, Diplomatic Immunity, Military Rank, Security Clearance), traits useful for information gathering (Alertness, Danger Sense, Empathy) and those common to cinematic spies (Appearance, Charisma, Luck, Voice). Language Talent and Strong Will are also handy.

Disadvantages: Spies have risky assignments to carry out (Duty), and being a spy is usually at least a minor Secret. Other traits reflect the loyalty (Fanaticism, Sense of Duty), nosiness (Curious) and cinematic flaws (Greed, Lecherousness, Overconfidence, Paranoia, Trademark) often attributed to spies.

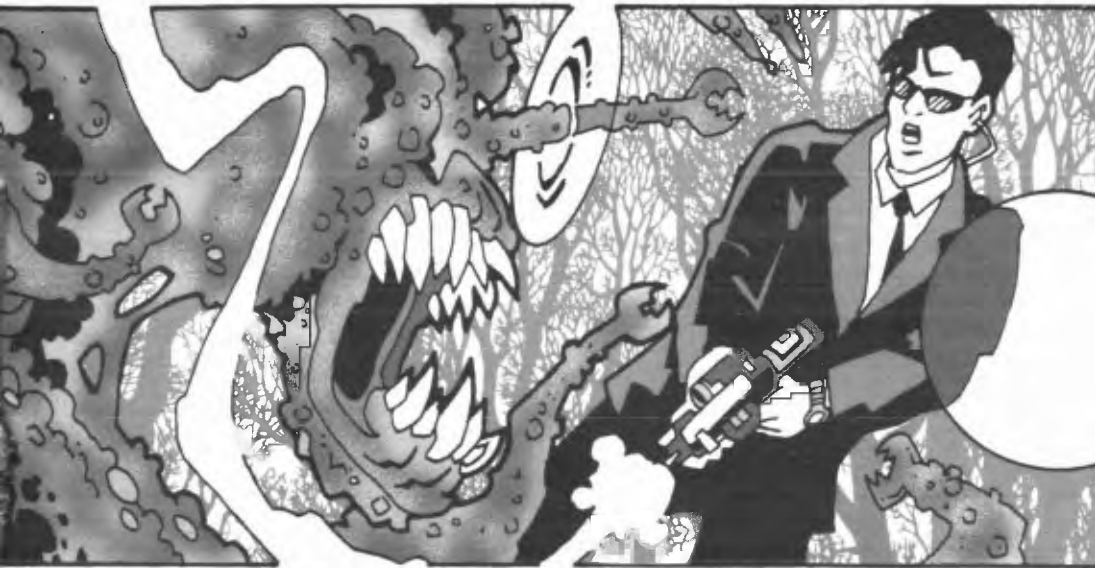
Primary Skills: We offer two classes of skills: one set for smooth-talking undercover men (Acting, Disguise, Fast-Talk, languages, Social skills), the other more suitable for black-clad sneaks (Camouflage, Climbing, Lockpicking, Shadowing, Stealth and Combat/Weapon skills).



Secondary Skills: These include information-gathering skills (Lip Reading, Research, Speed-Reading), skills for getting the truth out of people (Detect Lies, Interrogation, Psychology), Area Knowledge for locating objectives, Heraldry for identifying flags and insignia, Holdout for smuggling and Writing for reports.

Background Skills: These consist of a wide variety of the more technical skills sometimes possessed by spies.

Spells: We include a broad selection of spells for disguise (e.g., Dye, Illusion Disguise), infiltration (e.g., Lockmaster, Teleport), information gathering (e.g., Copy, Far-Hearing), interrogation (e.g., Compel Truth, Mind-Search), passing reports (e.g., Delayed Message, Telepathy) and stealth (e.g., Invisibility, Mage-Stealth).



Spy [150 points]

Attributes: ST 10 [0], DX 12 [20], IQ 14 [45], HT 10 [0].

Advantages: Literacy [10], Magery 2 [25] and 20 points in Alertness [5/level], Alternate Identity [15], Appearance [5 or 15], Charisma [5/level], Danger Sense [15], Diplomatic Immunity [20], Empathy [15], Language Talent [2/level], Luck [15], Military Rank [5/level], Security Clearance [2/level], Strong Will [4/level] and Voice [10].

Disadvantages: Duty (To agency, 9 or less) [-5] and Secret [-5], plus -20 points in Curious [-5 to -15], Fanaticism [-15], Greed [-15], Lecherousness [-15], Overconfidence [-10], Paranoia [-10], Sense of Duty (Nation) [-10], Trademark [-5 to -15] and higher levels of Duty (up to Extremely Hazardous Duty [-20]) or Secret (maximum [-30]).

Primary Skills: One of:

1. Acting, Disguise, Fast-Talk and a foreign language, all (M/A) IQ [2]-14 and one of Diplomacy (M/H) IQ-1 [2]-13, Savoir-Faire (M/E) IQ+1 [2]-15 or Sex Appeal (M/A; HT) HT [2]-10.
2. Camouflage (M/E) IQ [1]-14, Climbing (P/A) DX [2]-12, Lockpicking/TL3 (M/A) IQ-1 [1]-13, Shadowing (M/A) IQ [2]-14, Stealth (P/A) DX [2]-12 and 2 points in Combat/Weapon skills.

Secondary Skills: Any four of Area Knowledge (any) (M/E) IQ [1]-14, Heraldry, Holdout, Interrogation, Lip Reading, Research, Speed-Reading or Writing, all (M/A) IQ-1 [1]-13, or Detect Lies or Psychology, both (M/H) IQ-2 [1]-12.

GURPS Illuminati

Étienne St-Jacques (150 points)

Age 45; 5'7", 155 lbs.; bald, brown eyes; a short, pudgy man wearing small, dirty spectacles and a threadbare suit.

ST 10 [0], DX 12 [20], IQ 15 [60], HT 10 [0]

Basic Speed 5.50, Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Magery 2 [25]; Strong Will +2 [8]; Unusual Background (Member of the Conspiracy) [10].

Disadvantages: Bad Sight (Nearsighted, correctable) [-10]; Curious [-5]; Duty (To the MIBs; 9 or less) [-5]; Secret (Agent of the Conspiracy) [-20].

Quirks: Carries documents in a paper lunch bag, never a briefcase; Hums *White Rabbit* constantly; Never cleans his spectacles; Talks to his car; Sews tinfoil into the lining of his hat. [-5]

Skills: Acting-14 [1]; Conspiracy Theory-13 [2]; Cryptography/TL7-12 [½]; Detect Lies-14 [2]; Diplomacy-12 [½]; Disguise-14 [1]; Driving/TL7 (Automobile)-12 [2]; Fast-Talk-14 [1]; Interrogation-14 [1]; Law-14 [2]; Merchant (specialized in law texts)-19 (general)-13 [1]; Research-14 [1]; Speed-Reading-14 [1].

Languages: English-15 [2]; French (native)-15 [0].

Spells* (1 point each): Alertness (VH)-14; Apportation-15; Aura-15; Borrow Language-15; Bravery-15; Charm-15; Colors-15; Compel Truth-15; Copy-15; Daze-15; Delayed Message-15; Detect Magic-15; Dye-15; Emotion Control-15; False Memory-15; Far-Hearing-15; Fear-15; Foolishness-15; Forgetfulness-15; Hush-15; Illusion Disguise-15; Keen Ears-15; Keen Eyes-15; Lend Language-15; Light-15; Loyalty-15; Mage-Stealth-15; Mind-Reading-15; Mind-Search (VH)-14; Mind-Sending-15; Persuasion-15; Restore-15; Scryguard-15; Sense Emotion-15; Sense Foes-15; Sense Life-15; Silence-15; Simple Illusion-15; Soul Rider-15; Sound-15; Suggestion-15; Telepathy (VH)-14; Truth-sayer-15; Voices-15.

* Includes +2 for Magery.

ÉTIENNE IS THE owner of Librairie St-Jacques, a Paris book shop that specializes in rare and expensive legal texts. Most of his customers are big-shot lawyers, who think he's kooky but harmless. Of course, *they* don't know that he reads their minds, implants suggestions and reports back to the Men In Black every night... but what they don't know can't hurt them, right?



"Steampunk"

Alexander Muraviev (150 points)

Age 44; 5'11", 170 lbs.; short gray hair, blue eyes, ruddy skin; an articulate, fit-looking gentleman smoking a fine cigar.

ST 10 [0], **DX** 10 [0], **IQ** 15 [60], **HT** 11 [10]

Basic Speed 5.25, Move 5.

Dodge 5.

Advantages: Diplomatic Immunity [20]; Language Talent +2 [4]; Magery 2 [25]; Voice [10].

Disadvantages: Duty (To Russia, 12 or less) [-10]; Lecherousness [-15]; Secret [-5]; Sense of Duty (Russia) [-10].

Quirks: Dislikes being confused with Governor Nicholas Muraviev; Enjoys a good cigar; Keeps his Magery a secret; Likes old Chinese proverbs; Uses Mind-Reading on his lady friends to ensure they're not spies. [-5]

Skills: Administration-14 [1]; Appreciate Beauty (specialized in cigars)-16/(general)-10 [½]; Area Knowledge (Austria)-14 [½], (Britain)-15 [1], (China)-14 [½], (France)-14 [½], (Russia)-14 [½]; Cryptography/TL5-14 [2]; Diplomacy-16† [2]; Fast-Talk-15 [2]; Intelligence Analysis/TL5-14 [2]; Politics-16† [1]; Research-14 [1]; Savoir-Faire-16† [½]; Sex Appeal-12† [1]; Speed-Reading-14 [1]; Writing-14 [1].

† Includes +2 for Voice.

Languages (inc. +2 for Language Talent): English-15 [½]; French-15 [½]; German-15 [½]; Mandarin-15 [½]; Russian (native)-17 [0].

Spells* (1 point each, except where noted): Alertness (VH)-14; Analyze Magic-15; Apportation-15; Aura-15; Borrow Language-15; Colors-15; Compel Truth-15; Copy-15; Delayed Message-15; Detect Magic-15; Dye-15; Far-Hearing-15; Glass Wall-15; History-15; Hush-15; Identify Spell-15; Illusion Disguise-15; Keen Ears-15; Keen Eyes-15; Lend Language-15; Light-15; Mage-Stealth-15; Mind-Reading-15; Mind-Search (VH)-15 [2]; Mind-Sending-15; Persuasion-15; Restore-15; Scryguard-15; See Secrets-15; Seek Earth-15; Seek Water-15; Seeker-15; Sense Emotion-15; Sense Foes-15; Sense Life-15; Silence-15; Simple Illusion-15; Soul Rider-15; Sound-15; Telepathy (VH)-15 [2]; Trace-15; Truthsayer-15; Voices-15; Wizard Eye-15.

* Includes +2 for Magery.

ALEXANDER IS A Russian diplomat who has served in Austria, China and France. He presently works in London. While he's known to be fond of cigars and young women, few know that he's a mage and a graduate of the wizardly spy school at St. Petersburg. He uses both his mundane and magical abilities to procure "extra information" on his trips to palaces and embassies, then sends carefully-analyzed, encrypted reports back to Russia.

Background Skills: Any two of Administration, Cartography/TL3 or Surveying/TL3, all (M/A) IQ-1 [1]-13, Cryptanalysis/TL3, Cryptography/TL3, Forgery/TL3 or Intelligence Analysis/TL3, all (M/H) IQ-2 [1]-12, or Conspiracy Theory (M/VH) IQ-3 [1]-11.

Spells* (base spell level 14, 13 with VH): One point was spent on each of the spells below:

Communication and Empathy [3]: Sense Emotion-14, Sense Foes-14, Sense Life-14.

Illusion and Creation [2]: Illusion Disguise-14, Simple Illusion-14.

Knowledge [2]: Aura-14, Detect Magic-14.

Light and Darkness [2]: Colors-14, Light-14.

Making and Breaking [3]: Copy-14, Dye-14, Restore-14.

Meta-Spells [1]: Scryguard-14.

Mind Control [3]: Alertness (VH)-13, Keen Ears-14, Keen Eyes-14.

Movement [1]: Apportation-14.

Sound [7]: Delayed Message-14, Far-Hearing-14, Hush-14, Mage-Stealth-14, Silence-14, Sound-14, Voices-14.

Plus any two of the following sets:

1. **Communication and Empathy** [10]: Borrow Language-14, Compel Truth-14, Lend Language-14, Mind-Reading-14, Mind-Search (VH)-13, Mind-Sending-14, Persuasion-14, Soul Rider-14, Telepathy (VH)-13, Truthsayer-14.

2. **Earth** [1]: Seek Earth-14. **Knowledge** [8]: Analyze Magic-14, Glass Wall-14, History-14, Identify Spell-14, See Secrets-14, Seeker-14, Trace-14, Wizard Eye-14. **Water** [1]: Seek Water-14.

3. **Light and Darkness** [10]: Blur-14, Continual Light-14, Dark Vision-14, Darkness-14, Hawk Vision-14, Hide-14, Infravision-14, Invisibility-14, Night Vision-14, See Invisible-14.

4. **Mind Control** [10]: Bravery-14, Charm-14, Daze-14, Emotion Control-14, False Memory-14, Fear-14, Foolishness-14, Forgetfulness-14, Loyalty-14, Suggestion-14.

5. **Movement** [10]: Ethereal Body (VH)-13, Flight (VH)-13, Hawk Flight (VH)-13, Levitation-14, Lockmaster-14, Locksmith-14, Manipulate-14, Teleport (VH)-13, Teleport Other (VH)-13, Undo-14.

* Spells include +2 for Magery.

Customization Notes

- An interesting alternative is to lower IQ by 1 and use advantage points to buy Eidetic Memory 1 [30]: the classic spy ability of perfect recall. Players should run this by their GM, as many GMs feel that Eidetic Memory is potentially unbalancing.
- While Enemies and Reputation may seem appropriate at first glance, they usually mean that a spy's cover has been blown. Most spies should not start out with either trait.

Using This Character

Since magic is rather fantastic to begin with and since a wizardly spy has a lot of ground to cover, this template uses the 150-point starting level suggested by *GURPS Espionage* for cinematic spy campaigns. This makes it most appropriate for a NPC (probably a foe) in a 100-point campaign, but ideal for a PC in a higher-powered game. This template is optimized for a standard TL3 *Fantasy* game, but can easily be upgraded to higher TLs by adding technical skills such as Electronics Operation or Photography.

Georgia Bush

(175 points)

Age 35; 5'7", 130 lbs.; completely nondescript brunette in unremarkable street clothes.

ST: 10 [0] **IQ:** 15 [60] **Speed:** 6.00
DX: 13 [30] **HT:** 11 [10] **Move:** 6
Dodge: 6 **Parry:** 8

Advantages

Danger Sense [15]; Luck [15]; Magery 2 [25].

Disadvantages

Cultural: Primitive -1 TL [-5]. *Personal:* Extremely Hazardous Duty (To CIA on Merlin) [-20]; Secret [-20].

Quirks

Dislikes cops; *Hates* being called "George"; Moderately patriotic; Pays extreme attention to detail; Uncongenial. [-5]

Skills

Acting-14 [1]; Body Sense-12 [2]; Computer Operation/TL7-14 [½]; Cryptanalysis/TL7-12 [½]; Detect Lies-12 [½]; Disguise-14 [1]; Driving/TL7 (Automobile)-12 [1]; Electronics Operation/TL7 (Magical)-13 [½]; Electronics Operation/TL7 (Security)-14 [1]; Fast-Talk-14 [1]; Forgery/TL7-12 [½]; Guns/TL7 (Pistol)-16† [2]; Holdout-14 [1]; Interrogation-14 [1]; Karate-13 [4]; Lockpicking/TL7-14 [1]; Photography/TL7-14 [1]; Research-14 [1]; Scrounging-14 [½]; Stealth-13 [2].

† Includes +2 for IQ.

Languages

English (native)-15 [0].

Spells*

(1 point each): Alertness (VH)-14; Analyze Magic-15; Apportation-15; Aura-15; Colors-15; Copy-15; Delayed Message-15; Detect Magic-15; Dye-15; Ethereal Body (VH)-14; Far-Hearing-15; Flight (VH)-14; Glass Wall-15; Hawk Flight (VH)-14; History-15; Hush-15; Identify Spell-15; Illusion Disguise-15; Keen Ears-15; Keen Eyes-15; Levitation-15; Light-15; Lockmaster-15; Locksmith-15; Mage-Stealth-15; Manipulate-15; Plane Shift (Homeline) (VH)-14; Plane Shift (Merlin) (VH)-14; Planar Summons (Homeline)-15; Restore-15; Scryguard-15; See Secrets-15; Seek Earth-15; Seek Water-15; Seeker-15; Sense Emotion-15; Sense Foes-15; Sense Life-15; Silence-15; Simple Illusion-15; Sound-15; Teleport (VH)-14; Teleport Other (VH)-14; Trace-15; Undo-15; Voices-15; Wizard Eye-15.

* Includes +2 for Magery.

Equipment

Beretta 92 (an old automatic pistol; see p. B208) in a custom concealment holster (+2 Holdout); False ID; Nondescript clothing; Powerstone earrings (2 × ST 10).

Description

GEORGIA IS A CIA operative from the Merlin timeline (see *GURPS Time Travel Adventures*, p. 86ff) who has entered Homeline using magic. Understanding her mission requires a brief history lesson . . .

In 1992, a U.S. Air Force DSP (Defense Sorcery Program) satellite sensed a ripple in the local mana field near Albuquerque, New Mexico.



Real-time footage of the event was captured by a NRO (National Reconnaissance Office) Wizard Eye-11 surveillance satellite. Analysis revealed the sudden appearance of an unusual vehicle carrying a small group of people. Subsequent NSA divinations suggested that the vehicle was a planar travel engine of some kind and that the passengers were humans from a technologically-advanced alternate reality.

By the time the NSA analysis was complete, the visitors had departed and taken their machine with them. Teams of FBI wizards were sent out to search for clues that may have been left behind. Within a month, the FBI had corroborated the NSA report using its own Knowledge spells. The president and his national security advisor were consulted, and CIA thaumatologists were almost immediately authorized to conduct a feasibility study on the possibility of pursuing the "off-world spies" back into their own timeline. Funds were allocated for a "black" research project, and the CIA was told to report back as soon as they had a strategy.

In 1997, the CIA presented a report recommending the use of planar travel magic to cross into other realities. Initial tests using remote-viewing magic had been successful, and three special agents with good service records, magical talent and high IQ scores had managed to learn the spells in question. The president gave the mission a green light in March of 1998. Georgia was chosen to be the first to go, and Plane Shifted that April.

Today, Georgia is on Homeline, posing as an out-of-work actress who has gone back to school to study. She is secretly using her spells to gather as much information as she can, and plans to travel back to Merlin every month with a new report.

Georgia is intended as a NPC in a *Time Travel* campaign in the Infinite Worlds setting (see p. TT84). In a sense, she's a "villain," because her mission is exactly the sort of thing that the I-Cops want to prevent. From Merlin's perspective, though, Georgia is on a government-sanctioned mission to track down spies. If she were to learn of the I-Cops, and of Infinity Unlimited's monopoly, she would probably see them as the real villains! How the PCs see Georgia will depend on their own politics.

Focalor

(750 points)

Age unknown; 8'5", 450 lbs.; golden hair, sky-blue eyes, fair skin; gigantic winged man with a huge two-handed sword.

ST 25 [150], DX 16 [80], IQ 16 [80], HT 16 [80]

Basic Speed 8.00, Move 8 (16 flying).

Dodge 9 (11 flying), Parry 10 (8 flying).

Advantages: Amphibious [10]; Blessed (By Satan) [10]; Combat Reflexes [15]; DR 15 [45]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Flight (Winged, -25%) [30]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Literacy [10]; Strong Will +5 [20]; Unaging [15].

Disadvantages: Bad Temper [-10]; Bloodlust [-10]; Compulsive Behavior (Obey his summoner) [-15]; Extremely Hazardous Duty (To Satan) [-20]; Gigantism [-10]; Intolerance [-10]; Overconfidence [-10]; Reputation -3 (To demonologists) [-5].

Quirks: Believes he's destined to be one of the great dukes of Hell; Likes to show off his strength; Never says his own name; Only holds back if specifically ordered to; Proud. [-5]

Skills: Acrobatics-17 [8]; Brawling-18 [4]; Fast-Draw (Two-Handed Sword)-17* [1]; Fast-Talk-17 [4]; Flight-17 [4]; Hidden Lore (Demon Lore)-17 [4]; Intimidation-17 [4]; Leadership-17 [4]; Tactics-17 [6]; Two-Handed Sword-18 [8].

* Includes +1 for Combat Reflexes.

Languages: His summoner's language at IQ [0].

Super Powers: Control Weather-16(18) (Increased Area $\times 3$, +60%; Mana Sensitive, -10%) [143]. Lightning-16(6) (Instantaneous, +20%; Leaves Mental Signature, -10%; Mana Sensitive, -10%; Only works outdoors during a thunderstorm, -60%) [25].

Equipment: Armbands (PD 1, DR 1);

Breastplate (PD 4, DR 5); Full-face helmet (PD 4, DR 4); Gigantic sword (reach 1-3, cut 5d+5, imp 2d+8, weighs 15 lbs.); Richly-decorated garments; Sandals.

FOCALOR IS A duke of Hell with the wings of a griffin and the ability to control storms. The statistics above are for a physical form that can be summoned by a powerful wizard: a *dangerous* proposition! While he'll do his summoner's bidding, he'll seek to pervert any orders, especially if he can cause mass destruction. If he were commanded to slay someone, for instance, he would flatten the entire village with a tornado and kill everyone in it – target and summoner alike – unless specifically ordered not to.

SUPER MAGE

"Lest you reincarnate at a later age when I be not here, I dissolve you – *ad infinitum!*"

– Doctor Fate to a foe in *All-Star Comics* #3, 1941

COMIC BOOKS contain many characters who have mastered the magical arts and risen to superheroic power levels. These "super mages" almost always hail from modern or futuristic settings, not fantasy, and their abilities are at best superficially related to real-life occult practices. The typical super mage has an origin that is shrouded in mystery: no one really knows where he got his powers, or how he managed to learn magic in a largely non-magical setting. In fact, his "magic" often serves as nothing more than a thinly-veiled justification for a set of super powers.

Related to the super mage is the "demigod," commonly found in fantasy. Similar in many ways to the demon (p. 40), the demigod is a supernatural being who walks the mortal world and wields magic of earth-shattering proportions. Some demigods practice true wizardry, albeit at extreme levels of power. Others have powers that clearly reach far beyond the spells of sorcerers. The practical difference between a demigod and a super mage is that the demigod exists in a setting where his powers are more likely to originate from magical forces and divine parentage than

(for instance) a strange ring given to him by aliens.

There are several possible types of super mage (or demigod). The following guidelines cover the principal options.

High-Powered Wizard

A super mage is often just a powerful example of one of the other wizards in this book. To create such a wizard, choose another template and spend plenty of points on it. Wizards worth 500 points or more are quite appropriate for a *GURPS Supers* campaign! "Action-oriented" templates like *Battle*

Wizard (p. 28), *Bodyguard* (p. 32), *Law Enforcer* (p. 72), *Martial Artist* (p. 76) and *Thief* (p. 124) work best; demigods should also look at *Demon* (p. 40). In addition, the GM may choose to use the following *optional* rule:

Extended Magery

Magery beyond level 3 is available. Magery 4 costs 50 points, Magery 5 costs 65, Magery 6 costs 85, Magery 7 costs 105 and additional levels cost another 25 points each (mirroring the attribute cost progression). Magery 4+ is added to spells, Thaumatology skill and the IQ roll to sense magic, just like Magery 1-3. Each level of Magery beyond Magery 3 *also* lets the mage exceed the usual limits of a spell by one level of effect if he spends additional energy. For instance, Magery 7 (4 "extra" levels) lets one cast a PD 9 Shield spell for 18 energy, a 7d Fireball for 7 energy (takes 7 seconds) and a Major Healing spell that heals 16 points for 8 energy.



A high-powered wizard should have abilities appropriate to his template, plus some of the following:

Attributes: Lots of IQ! A super mage should be at least a genius (IQ 15), and IQ 20+ isn't inappropriate.

Advantages: As much Magery as the GM allows. Extra Fatigue [3/level] is almost vital. Mental abilities like Common Sense [10], Eidetic Memory [30 or 60] and Intuition [15] are common. If permitted, Doesn't Sleep [20], Mana Enhancer and Compartmentalized Mind [50/level] can be used to create some *powerful* wizards!

Disadvantages, Skills: As per the underlying template.

Spells: Many, all at high levels. Attack spells should be taken at levels where they are instantaneous, while defensive and movement spells should be maintainable for free.

Improviser

Certain super mages are difficult to quantify: they seem to be capable of *anything*. To build this kind of wizard, follow the *Super Wizard* guidelines given under *Improviser* (p. 64). Super wizards built on 500 or more points are common! For an example of a wizard like this, see *Professor Spektor* (p. 66).

Comic-book supers of this type often rely on a magic staff, ring, amulet or other "focus" for their powers. To simulate this, the GM may permit College Skills (and perhaps even Magery) to be bought with the gadget limitations from *Supers* (pp. SU69-70).

Knack Wizard

Some super mages are flying, bullet-proof men in tights whose powers just happen to be magical. One way to build a wizard like this is to buy his powers as knacks: use the guidelines given for the knack wizard (p. 68) and spend lots of points. In a *Supers* game, the *Enhancements and Limitations* optional rule (p. 70) should also be used. For wizards with actual super powers, see the next character type.

Super-Powered Wizard

Many super "mages" aren't *mages* at all; they simply have magical powers. In many respects, they're a lot like psionic wizards (p. 92) with super powers instead of psi powers. A wizard like this should be built using super advantages and super powers from *Supers*. *Compendium I* also contains a number of appropriate advantages. To convert super abilities to "magical powers," apply some or all of the following modifiers:



GURPS Horror

Quenta Wright

(500 points)

Age and appearance of bodies varies, but they always have the stats below when possessed.

ST 13 [30], DX 13 [30], IQ 19 [150], HT 12 [20]

Basic Speed 6.25, Move 6.

Dodge 6, Parry 7.

Advantages: Ally Group (100 75-point cultists, 9 or less) [30]; Attractive [5]; Charisma +2 [10]; Extra Fatigue 17 [51]; Extra Life $\times 2$ [50]; Magery 8 [130]; Reawakened [10]; Strong Will +4 [16].

Disadvantages: Fanaticism (Self) [-15]; Megalomania [-10]; Murder Addiction [-60]; Voices (Diabolical) [-15].

Quirks: Kills sacrifice victims with a ceremonial axe; Laughs evilly; Sets herself up as a priestess of the "Elder Gods"; Turns victims into zombies; Will flee before getting involved in a toe-to-toe battle. [-5]

Skills: Acting-19 [2]; Axe/Mace-15 [8]; Bard-20+ [1]; Fast-Talk-20 [4]; Intimidation-20 [4]; Leadership-20+ [1]; Occultism-19 [2]; Performance/Ritual-19 [2]; Sacrifice-18 [2]; Stealth-15 [8].

† Includes +2 for Charisma.

Languages: Creole (native)-19 [0]; Dutch-18 [1]; English-18 [1]; French-18 [1].

Spells* (1 point each, except where noted): Animation (VH)-24; Control Person-25; Death Vision-25; Deathtouch-25; Exchange Bodies (VH)-25 [2]; Fatigue-25; Itch-25; Lend Health-25; Lend Strength-25; Mind-Reading-25; Mind-Sending-25; Minor Healing-25; Pain-25; Paralyze Limb-25; Permanent Possession (VH)-25 [2]; Possession (VH)-25 [2]; Recover Strength-25; Sense Emotion-25; Sense Foes-25; Sense Spirit-25; Skull-Spirit-25; Soul Jar (VH)-25 [2]; Soul Rider-25; Spasm-25; Steal Health-25; Steal Strength-25; Strike Dumb-25; Summon Spirit-25; Telepathy (VH)-24; Truthsayer-25; Wither Limb-25; Zombie-25.

* Includes +8 for Magery.

QUENTA WRIGHT IS AN evil spirit who possesses naive cultists. Her victims, usually "high priestesses," hear her voice, recall magical wisdom and develop an addiction to killing. Her charisma and magical powers let her quickly subvert the cult from within. She then commands her followers to bring her victims to "sacrifice to the Elder Gods," allowing her to easily quench her thirst for slaying. Quenta has been killed many times, but always seems to return in a new body.

L'Enchanteuse (500 points)

Age 50; 5'6", 135 lbs.; auburn hair, emerald eyes; a middle-aged woman in a garish outfit.

ST 9 [-10], DX 14 [45], IQ 17 [100], HT 14 [45]

Basic Speed 7.00, Move 7.

Dodge 7, Parry 9.

Advantages: Compartmentalized Mind 1 [50]; Extra Fatigue 20 [60]; Extraordinary Luck [30]; Magery 7 (4 "extra" levels) [105]; Mana Enhancer (Self, 1 level) [25].

Disadvantages: Cannot Harm Innocents [-10]; Code of Honor (Hero's) [-15]; Easy to Read [-10]; Post-Combat Shakes [-5]; Sense of Duty (Close friends and companions) [-5].

Quirks: Bookish; Doesn't bluff; Incompetent at Gambling; Never brings up her Cajun roots; Wears ugly clothes. [-5]

Skills (TL7 where applicable): Area Knowledge (New Orleans)-16 [½]; Body Sense-14 [4]; Computer Operation-16 [½]; Criminology-16 [1]; Detect Lies-15 [1]; Diplomacy-16 [2]; Driving (Auto)-14 [2]; First Aid-16 [½]; Interrogation-16 [1]; Karate-14 [4]; Law-16 [2]; Occultism-17 [2]; Research-16 [1]; Stealth-14 [2]; Streetwise-16 [1]; Tactics-15 [1]; Thaumatology-20* [½].

Languages: Cajun (native)-17 [0]; English-17 [2].

Spells* (1 point each, except where noted): Alertness (VH)-21; Apportation-22; Blink-22; Clumsiness-22; Ethereal Body (VH)-21; Flight (VH)-21; Glue-22; Great Haste (VH)-25 [12]; Haste-22; Hawk Flight (VH)-21; Hinder-22; Itch-22; Keen Ears-22; Keen Eyes-22; Lend Health-22; Lend Strength-22; Levitation-22; Lockmaster-22; Locksmith-22; Major Healing (VH)-21; Manipulate-22; Minor Healing-22; Missile Shield-25 [6]; Rear Vision-22; Recover Strength-22; Reverse Missiles-22; Rooted Feet-22; Roundabout-22; Seek Earth-22; Seek Water-22; Seeker-22; Shield-25 [6]; Slow Fall-22; Spasm-22; Tanglefoot-22; Teleport (VH)-25 [12]; Teleport Other (VH)-21; Trace-22; Undo-22; Wall-walker-22.

* Includes +7 for Magery.

L'ENCHANTEUSE (Anne Comeau) is a Cajun sorceress who dislikes violence and uses her magic to fight crime in the New Orleans area. Her "familiar spirit," Ti-Jacques, is with her at all times and effectively lets her cast two spells at once (Compartmentalized Mind). She knows no damaging spells, but few mundane crooks can do much against a full-strength Hinder (-8 Move) or Clumsiness (-9 DX) spell! Against supervillains, she conjures a huge Shield (PD 9), uses Blink and hopes for the best.

Affected by Magic Resistance: The skill roll for this power is penalized by the target's level of Magic Resistance. If the power is resisted, the target may *also* add his Magic Resistance to his resistance roll. At the GM's option, a power like this is also affected by Dispel Magic, Spell Shield, etc. -10%.

Affects Insubstantial (p. C1109): Offensive magical powers can usually affect ghostly beings. The GM may rule that each form of insubstantiality requires a separate enhancement (one for astral beings, another for ethereal ones, etc.). +20%.

Costs Fatigue (p. C1110): Spell-like powers may require fatigue to use. -5% per 1 fatigue/use.

Gadget Limitations (pp. SU69-70): Many super-powered wizards have magical gadgets that are the true origin of their powers. These limitations are applied to the *final* cost of the power!

Leaves Mental Signature (p. C1111): The magical form of this limitation causes a physical ability to leave traces that can be sensed with spells (Detect Magic, History, etc.). -10%.

Mana Sensitive: The power requires mana to work. It will not function at all in an area without mana, and skill rolls are at -5 in low mana. At the GM's option, a power like this is also affected by Dispel Magic, Spell Shield, etc. -10%.

Requires Material Component: The power requires magic ingredients (p. M9) to work. -10%.

Requires Rituals: The power requires magical gestures or words of power (pp. M7-8) to work. -10%, -20% if both gestures *and* words are required.

Takes Extra Time (p. C1112): Can be used to simulate long casting times. -10% per doubling of activation time.

The following abilities typify a super-powered wizard:

Attributes: High levels in some or all attributes. High IQ is no longer required, but super mages are traditionally quite intelligent.

Advantages: Super advantages and super powers; see **Supers**. Magery is no longer needed, but may certainly be taken (if only to spot magical gadgets).

Disadvantages: Heroes and "good" demigods often have Code of Honor, Honesty, Sense of Duty or some form of Pacifism. Villains and demons tend to have nasty disadvantages like Bully or Sadism. The disadvantages on pp. C196-106 may also be permitted.

Skills: Most supers have combat skills. Super mages often have Hidden Lore, Occultism, Thaumatology, Theology, etc. True demigods may also have skill in Bard, Fast-Talk, Intimidation, Leadership and Performance/ Ritual for leading their followers.

Spells: None. Advantages and super skills take the place of spells.

Using This Character

The super mage can be an interesting PC in a **Supers** campaign. The GM should decide which of the options above work in his world. It's possible to let them *all* work, but the GM is cautioned against giving new players too many options to choose from.

The demigod is best reserved as a NPC in the vast majority of fantasy campaigns. If the GM is running a 500-point fantasy game, though, there's no real reason not to permit PC demigods. Note that in the typical TL3 fantasy game, the best armor is DR 7 heavy plate and few attacks exceed 3d, so it's probably a good idea to cap DR at 10-15 and damage at 4d-6d to give demigod characters at least a bit of a challenge.



Bright Sun Angel

(750 points)

Age 14; 5', 100 lbs.; cute Japanese girl in a golden suit, wielding a gold wand tipped with a pink gem.

ST 15 [60] **IQ:** 9 [-10] **Speed:** 8.50
DX: 18 [125] **HT:** 16 [80] **Move:** 10/10†
Dodge: 10/12† **Parry:** 13

† Second figure is while flying.

Advantages

Attractive [5]; Charisma +1 [5]; Combat Reflexes [15]; Costume [15]; Destiny (Save world from demons) [15]; Enhanced Dodge [15]; Extraordinary Luck [30]; Familiar (Nini, below) [70]; Fearlessness +2 [4]; Pitiable [5]; Trained by a Master [40].

Disadvantages

Dependent (Best friend, 12 or less) [-24]; Enemy (Black Heart, 6 or less) [-10]; Gluttony [-5]; Honesty [-10]; Sense of Duty (Humanity) [-15]; Truthfulness [-5]; Youth [-6].

Quirks

Always wears bows in her hair; In love with Sho Suzuki; Loves to eat candy; Talks to all cats, even ones that don't talk back; Wants to be a star gymnast. [-5]

Skills

Acrobatics-18 [4]; Dancing-16 [½]; Flight-18 [2]; Judo-18 [4]; Jumping-18 [1]; Karate-18 [4]; Running-14 [1]; Skating-16 [1]; Swimming-17 [½].

Languages

Japanese (native)-9 [0].

Super Equipment

Angel Suit (Unique, -25%) [234]

All of the following have Mana Sensitive (-10%):

- DR 35 (95 points)
- Flight (36 points)
- Invulnerability to Magic (90 points)
- PD 4 (90 points)

Sun Wand (Can Be Stolen: contest of DX, wouldn't work for thief, -15%; Unique -25%) [104]

All of the following also have Mana Sensitive (-10%) and Requires Magic Word (-10%):

- Flash-16(10) (Instantaneous, +20%) (64 points)
- Sunbeam-16(10) (Affects Insubstantial, +20%; Instantaneous, +20%) (96 points)
- Transformation (12 points)

Mundane Form (80 points)

Age 14; 5', 100 lbs.; cute girl in Japanese school uniform.

ST 9 [-10], **DX** 14 [45], **IQ** 9 [-10], **HT** 10 [0].

Basic Speed 6.00, Move 7, Dodge 6.

Advantages: Attractive [5], Charisma +1 [5], Familiar (Nini, below) [70], Pitiable [5].

Disadvantages: Gluttony [-5], Honesty [-10], Sense of Duty (Humanity) [-15], Truthfulness [-5], Youth [-6].

Quirks (As for super form.) [-5]

Skills: Acrobatics-14 [4], Dancing-12 [½], Jumping-14 [1], Running-8 [1], Skating-12 [1], Swimming-13 [½].



Languages: Japanese (native)-9 [0].

Sun Wand (Can Be Stolen: contest of DX, wouldn't work for thief, -15%; Unique -25%) [8]

- Transformation (Mana Sensitive, -10%; Requires Magic Word, -10%) (12 points).

Nini

Large white tomcat with three red streaks on his head.

ST: 3 **Move/Dodge:** 15/7 **Size:** <1
DX: 14 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 12 **Damage:** 1d-4 cut
HT: 13/3 **Reach:** C

Nini is a reformed demon in the form of a talking cat. He gives Bright Sun Angel advice on demons, especially when it comes to embarrassing nicknames and secret weaknesses. He has Hidden Lore (Demon Lore), Occultism, Stealth and Tactics, all at skill 14. Per the *Familiar* rules (p. CI37), Nini has the special powers of intelligence (IQ 12) [55], speech [10] and Nine Lives [5].

Description

BRIGHT SUN ANGEL is a magic girl who fights demons. Most of her powers come from her Angel Suit and Sun Wand, which were given to her by the Pink Diamond Queen (a good sorceress) because of her purity of heart. The Sun Wand lets her transform into her magical form, where she can also use it to shoot rays of sunlight to blind and fry her foes. Her Angel Suit protects her from evil magic, lets her fly and serves as armor.

Bright Sun's main ally in her battle against evil is her cat, Nini, a reformed demon who is doing penance by living as a cat and advising Bright Sun on how to defeat his old cronies. Nini is a lot more experienced than Bright Sun, and quite wise, but he has no magical powers of his own. Bright Sun's chief rival is Black Heart, an evil magic girl with demonic powers who summons a lot of the demons that Bright Sun has to worry about.

While Bright Sun's magical form is that of a warrior princess, she's usually an ordinary schoolgirl. She spends most of her time hanging around with her best friend Kami, practicing gymnastics and eating candy. She also spends a lot of time sighing after Sho Suzuki, the handsome, motorcycle-driving leader of the high school band. One of the biggest problems in her life is that Black Heart is constantly trying to get Sho's attention just to annoy her!

Bright Sun Angel is intended to be used as a PC or NPC in a high-powered game based on "magic girl" anime. With some changes, she would also work in a *Supers* or *Fantasy* campaign or even a *Mecha* campaign based on cross-genre anime.

!xabbu Vaalbooi (150 points)

Age 30; 5'8", 180 lbs.; brown hair, brown eyes, light-brown skin; heavy man with curly hair and a wrinkled face.

ST 10 [0], **DX** 10 [0], **IQ** 14 [45], **HT** 10 [0]

Basic Speed 5.00, Move 4.

Dodge 4.

Advantages: Eidetic Memory 1 [30]; Magery 2 (general)/3 (Tech spells) [31]; Neural Cyberdeck Interface (Environmental) [30].

Disadvantages: Compulsive Behavior (Netrunning) [-15]; Curious [-10]; Laziness [-10]; Overweight [-5].

Quirks: Doesn't believe in coincidences; Has friends do all his shopping; Spiritual; Thinks computers may have souls; Wants to preserve the !kabee language. [-5]

Skills (TL8 where applicable): Computer Hacking-14 [4+]; Computer Operation-15 [1+]; Computer Programming-14 [2+]; Cyberdeck Operation-14 [4+]; Electronics Operation (Computers)-14 [1+]; Electronics (Computers)-14 [2+]; Mathematics-13 [1+]; Research-14 [1+]; Thaumatology-14* [1+].

Languages: Afrikaans (native)-14 [0]; !kabee-14 [1+].

* Includes +2 for Magery.

† Points count double for E.M.

Spells** (1 point each): Alarm-15; Animation (VH)-14; Apportation-15; Awaken Computer/TL8 (VH)-15; Create Air-15; Daze-15; Death Vision-15; Destroy Air-15; Encrypt-15; Foolishness-15; History-15; Know Recipe/TL8-16; Lightning-15; Locksmith-15; Machine Control/TL8-16; Machine Possession/TL8-16; Machine Speech/TL8-16; Machine Summoning/TL8-16; Measurement/TL8-16; Memorize-15; Mental Stun-15; Mind-Reading-15; No-Smell-15; Odor-15; Purify Air-15; Recall-15; Reveal Function/TL8-16; Schematic/TL8 (VH)-15; Seek Earth/Metal-16; Seek Food-15; Seek Machine/TL8-16; Seeker-15; Sense Emotion-15; Sense Foes-15; Soul Rider-15; Stench-15; Summon Spirit-15; Tell Time-15; Trace-15; Truthsayer-15; Wisdom-15.

** Includes +1 for E.M. and +2 (general) / +3 (Tech spells) for Magery.

!XABBU DIDN'T KNOW he was a mage until after the Manaclysm. When his gifts showed themselves, he sought training in tech magic to help his career as a decker. He proved talented, and quickly mastered even the most advanced spells. These have come in handy when netrunning. !xabbu stays jacked-in all day, sending friends on errands rather than jacking out. His "hobby" is preserving !kabee, a San (Bushman) language he learned as a boy.

TECH WIZARD

"Any sufficiently advanced technology is indistinguishable from magic."

— Arthur C. Clark

THE TECH WIZARD, usually encountered in "steampunk" and other cross-genre fiction, is a master of both magic and technology. Any wizard in this book can exist in a high-tech setting, but only the tech wizard uses his spells for the express purpose of interacting with technology. Not all tech wizards are high-tech; a tech wizard can exist in any TL1+ (post-Stone Age) setting.

The existence of tech wizards requires the coexistence of magic and technology. Not everybody can accept this premise. Many people feel that magic violates natural laws, undermines the scientific basis for technology and eliminates the very *need* for science and technology. That's a valid perspective . . . if one adheres to the laws of nature as we understand them. One can also postulate that magic is an undiscovered part of nature, a physical force governed by complex laws. If this is the case, then magic and science complement one another and magic can be integrated into technology. *This* is the realm of the tech wizard.

The coexistence of technology and magic will change the face of both. Magic will become more predictable and perhaps less wondrous, while technology will advance in a less linear fashion than in the mundane world. Knowledge spells will let scientific research move ahead in leaps and bounds, while magic will simply be so good at some things that certain innovations will never come about. It's nearly impossible to conceive of a world where magic has *always* coexisted with technology; such a world would be alien to our way of thinking! A simplifying assumption is usually made instead:

1. *Magic has appeared recently.* Magic has suddenly appeared in a historical, modern-day or near-future setting. It's new, and its fusion with technology is just starting. The campaign takes place right after the introduction of magic. Tech wizards are central to the integration process and are regarded as the "rocket scientists" of their time.
2. *Magic never caught on.* Magic has always existed, but it hasn't been all that influential: the world has low mana, there aren't many mages, or a powerful religion has chosen to suppress sorcery. Whatever the reason, technology dominates and magic is at best a curiosity, at worst a crime. Tech wizards are mad inventors whose discoveries cannot be replicated by others.
3. *Technology never caught on.* The traditional fantasy perspective: magic has always existed and has obviated the need for innovations beyond TL3 or 4. Science is a crazy theory, technology is unreliable and inventions that should work simply don't. Magic dominates and technology is a curiosity. Tech wizards are seen as "mad" because their discoveries don't work reliably.

Design Notes

Attributes: The traditional tech wizard is a lot like the stereotypical scientist: intelligent (IQ 14), but a bit scrawny (ST 9) because he leads a rather sedentary lifestyle.

Advantages: Our tech wizard is literate and has Magery 2, a prerequisite for many Tech spells. We present a selection of "scientist" advantages as well (see below), a few of which (Gadgeteer, High Technology, Intuitive Mathematician) are reserved for cinematic wizards. Tenure is included for professors.

Note: This template requires GURPS Grimoire.

Disadvantages: A tech wizard is always Curious, has a number of eccentricities (Absent-Mindedness, Compulsive Behavior, Obsession, Odious Personal Habits, Stubbornness), and is often socially inept (Clueless, Oblivious), bespectacled (Bad Sight) or dangerous to be around (Pyromania, Weirdness Magnet).

Primary Skills: Tech wizards must be versed in both the language of science (Cyphering, Mathematics) and the fundamentals of magic (Thaumatology). Research skill is also vital.

Secondary Skills: We offer a choice of Scientific skills to cover non-magical technical expertise, as well as Weird Magic and Weird Science for really off-the-wall wizards.

Background Skills: These are skills that a learned wizard/scientist is liable to have picked up. Scrounging is a must for Gadgeteers, while Science! is good for cinematic know-it-alls.

Spells: A few basic spells will serve any tech wizard well: Know Recipe, Measurement and Locksmith. Beyond that, we offer several options chosen from the Tech spells in *Grimoire* and the Making and Breaking college in *Magic*.



Tech Wizard [100 points]

Attributes: ST 9 [-10], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Literacy [10], Magery 2 [25] and 25 points chosen from Absolute Timing [5], Gadgeteer [25], High Technology +1 TL [20], Intuition [15], Intuitive Mathematician [25], Lightning Calculator [5], Manual Dexterity [3/level], Mathematical Ability [10], Single-Minded [5], Tenure [5] and Versatile [5].

Disadvantages: Curious [-5], -10 points of Compulsive Behavior, Obsession and Odious Personal Habits, and another -15 points chosen from higher levels of those four disadvantages or Absent-Mindedness [-15], Bad Sight [-10], Clueless [-10], Oblivious [-3], Pyromania [-5], Stubbornness [-5] and Weirdness Magnet [-15].

Primary Skills: Cyphering (M/E) IQ [1]-14, Mathematics (M/H) IQ-1 [2]-13, Research (M/A) IQ-1 [1]-13, Thaumatology (M/VH) IQ [2]-14*.

Secondary Skills: Any two of Chemistry/TL3, Engineer/TL3 (any), Metallurgy/TL3 or Physics/TL3, all (M/H) IQ-1 [2]-13, or Alchemy/TL3, Weird Magic or Weird Science, all (M/VH) IQ-2 [2]-12.

GURPS Space

Professor Angela Hue (150 points)

Age 35; 5'6", 122 lbs.; black hair, brown eyes, pale skin; a slender woman of Asian descent, wearing a white biosuit.

ST 9 [-10], DX 10 [0], IQ 16 [80], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: High Technology +1 TL [20]; Magery 2 [25]; Status 1 [5]; Tenure [5].

Disadvantages: Compulsive Behavior (Research) [-5]; Curious [-5]; Obsession (Inventing a magical stardrive) [-10]; Stubbornness [-5]; Weirdness Magnet [-15].

Quirks: Considers the weird to be mundane; Drains power cells with Steal Power, then leaves them lying around; Mildly radioactive; Says, "It's obvious!" about totally arcane things; Thinks she's a great cook. [-5]

Skills (TL11 where applicable): Astro-gation-15 [1]; Computer Operation-16 [1]; Engineer (Mana Dynamics)-15 [2]; Engineer (Warp Drive)-15 [2]; Hyperspace Physics-15 [4]; Mathematics-15 [2]; Mechanic (Warp Drive)-15 [1]; Nuclear Physics-15 [4]; Physics-15 [2]; Probability Physics-15 [4]; Research-15 [1]; Science!-13 [1]; Scrounging-15 [½]; Shipbuilding (Starship)-15 [1]; Teaching-14 [½]; Thaumatology-15* [1]; Weird Magic-14 [2]; Weird Science-14 [2].

Languages: Interlingua (native)-16 [0].

Spells* (1 point each; TL11 where applicable): Apportation-16; Conduct Power-16; Create Air-16; Create Earth-16; Create Fire-16; Earth to Air-16; Earth to Stone-16; Extinguish Fire-16; Extinguish Radiation (VH)-15; History-16; Ignite Fire-16; Infravision-16; Irradiate-16; Keen Ears-16; Keen Eyes-16; Know Recipe-16; Lend Health-16; Lend Power-16; Lend Strength-16; Locksmith-16; Magnetic Vision-16; Measurement-16; Minor Healing-16; Purify Air-16; Radio Hearing-16; Resist Radiation-16; See Radiation-16; Seek Earth/Metal-16; Seek Food-16; Seek Power-16; Seek Radiation-16; Seeker-16; Shape Earth-16; Small Vision-16; Spectrum Vision (VH)-15; Steal Power (VH)-15; Stop Power-16; Trace-16.

* Includes +2 for Magery.

AFTER EARLY WARP-DRIVE trials tore open a rift that bathed Terra in magical energy, certain children started to show magical talent. Angela was one of these. Gengineered for intelligence, she became a skilled wizard, earning tenure at the Terran Institute of Magical Engineering by age 30. She is now using TIME's superior technology and magic to develop a magical warp drive. This has had many weird side effects, but Dr. Hue takes this in stride. Her students and colleagues find her brilliant but baffling.

"Steampunk"

Paul Sayer

(175 points)

Age 46; 5'8", 150 lbs.; chestnut hair, brown eyes; a messy man in dirty coveralls, covered in grease and soot.

ST 9 [-10], DX 10 [0], IQ 16 [80], HT 10 [0]

Basic Speed 5.00, Move 5.

Dodge 5.

Advantages: Gadgeteer [25]; Magery 2 [25]; Reputation +2 (To clients) [3]; Versatile [5].

Disadvantages: Absent-Mindedness [-15]; Combat Paralysis [-15]; Curious [-5]; Workaholic [-5].

Quirks: Delights in making complex "Rube Goldberg" contraptions; Eats slowly; Imaginative; No patience with incompetence; Writes indecipherable notes everywhere, then leaves them in a big pile. [-5]

Skills (TL5 where applicable): Armoury (Guns)-16 [2]; Carpentry-16 [1]; Engineer (Clockwork)-18† [6]; Engineer (Steam Engines)-18† [6]; Mathematics-15 [2]; Mechanic (Clockwork/Gadgets)-16 [2]; Mechanic (Steam Engine)-16 [2]; Metallurgy-18 [8]; Physics-15 [2]; Professional Skill (Machinist)-16 [2]; Research-15 [1]; Riding-9 [1]; Science!-13 [1]; Scrounging-17 [2]; Weird Science-15 [4].

† Includes +1 for Versatile.

Languages: English (native)-16 [0].

Spells* (1 point each; TL5 where applicable): Air-Golem-16; Animate Machine (VH)-15; Animation (VH)-15; Apportation-16; Boil Water-16; Condense Steam-16; Create Air-16; Create Earth-16; Create Fire-16; Create Steam-16; Create Water-16; Death Vision-16; Destroy Air-16; Earth to Stone-16; Enchant-16; Golem-16; Heat-16; History-16; Identify Metal-16; Ignite Fire-16; Know Recipe-16; Lend Strength-16; Lightning-16; Locksmith-16; Machine Control-16; Machine Speech-16; Machine Summoning-16; Measurement-16; Metal Vision-16; No-Smell-16; Odor-16; Power-16; Purify Air-16; Purify Water-16; Recover Strength-16; Reveal Function-16; Schematic (VH)-15; Seek Earth/Metal-16; Seek Food-14-16; Seek Machine-16; Seek Water-16; Seeker-16; Shape Earth-16; Shape Fire-16; Shape Metal-16; Shape Stone-16; Shape Water-16; Stench-16; Summon Spirit-16; Trace-16.

* Includes +2 for Magery.

PAUL BEGAN AS A machinist's apprentice, but his magical ability and skill at invention soon took him down the path of the wizardly inventor. His unique devices (including a self-fueling ore crusher and a steam-powered cannon) meld magic with technology and generally defy understanding. Most of Paul's customers don't even know that he's a wizard! Paul lives for his work, in a house that resembles a junkyard, and has no time for social affairs.

Background Skills: Any four of Scrounging (M/E) IQ-1 [½]-13, Abacus, Armoury/TL3, Demolition/TL3, Distilling, Dyeing, Lockpicking/TL3, Mechanic/TL3 (any), Teaching or Traps/TL3, all (M/A) IQ-2 [½]-12, Fireworks/TL3 (M/H) IQ-3 [½]-11 or Science! (M/VH) IQ-4 [½]-10.

Spells* (base spell level 14, 13 with VH): One point was spent on each of the spells below:

Earth [1]: Seek Earth/Metal-14.

Food [2]: Know Recipe/TL3-14, Seek Food-14.

Knowledge [4]: History-14, Measurement/TL3-14, Seeker-14, Trace-14.

Movement [2]: Apportation-14, Locksmith-14.

Plus any one of:

1. *Air [1]:* Purify Air-14. *Earth [1]:* Shape Earth-14. *Fire [1]:* Ignite Fire-14. *Making and Breaking [10]:* Clean-14, Find Weakness-14, Rejoin-14, Repair-14, Reshape-14, Restore-14, Sharpen-14, Shatter (VH)-13, Shatterproof-14, Weaken-14. *Water [1]:* Seek Water-14.

2. *Air [2]:* Create Air-14, Purify Air-14. *Earth [4]:* Create Earth-14, Earth to Air-14, Earth to Stone-14, Shape Earth-14. *Fire [3]:* Create Fire-14, Extinguish Fire-14, Ignite Fire-14. *Technological [5]:* Extinguish Radiation (VH)-13, Irradiate-14, Resist Radiation-14, See Radiation-14, Seek Radiation-14.

3. *Air [7]:* Create Air-14, Destroy Air-14, Lightning-14, No-Smell-14, Odor-14, Purify Air-14, Stench-14. *Technological [7]:* Glitch/TL3-14, Machine Control/TL3-14, Machine Speech/TL3-14, Machine Summoning/TL3-14, Reveal Function/TL3-14, Schematic/TL3 (VH)-13, Seek Machine/TL3-14.

4. *Earth [4]:* Create Earth-14, Earth to Stone-14, Shape Earth-14, Shape Stone-14. *Plant [3]:* Identify Plant-14, Seek Plant-14, Shape Plant-14. *Technological [7]:* Identify Metal-14, Identify Plastic-14, Metal Vision-14, Plastic Vision-14, Seek Plastic-14, Shape Metal-14, Shape Plastic-14.

5. *Healing [3]:* Lend Health-14, Lend Strength-14, Minor Healing-14. *Light and Darkness [2]:* Infravision-14, Small Vision-14. *Mind Control [2]:* Keen Ears-14, Keen Eyes-14. *Technological [7]:* Conduct Power/TL3-14, Lend Power/TL3-14, Magnetic Vision-14, Radio Hearing-14, Seek Power/TL3-14, Steal Power/TL3 (VH)-13, Stop Power/TL3-14.

* Spells and Thaumatology skill include +2 for Magery.

Customization Notes

- Advanced tech wizards will know spells like Animate Machine, Body of Metal, Draw Power, Radiation Jet, Rebuild, Spectrum Vision and the "Fuel" spells. Other useful spells include anything from the Air, Earth, Fire, Knowledge, Making and Breaking (especially Explode!) or Water colleges.
- Rather than buying more powerful Tech spells, consider going for breadth by selecting more than one of the choices offered under Spells. Be careful not to take the same spell twice, as there is a lot of overlap.
- Tech wizards – especially Gadgeteers – often have skills and spells that require special tools. Wealth can be handy when purchasing these.
- The disadvantages Hidebound, Innumerate, Primitive and Technophobia shouldn't be taken by a tech wizard, as they would limit his capabilities far too much.

Using This Character

This wizard would be a fun PC in any 100-point game with magic, regardless of genre. The higher the TL, the more useful the wizard. In high-TL games, the GM may wish to carefully examine the spells on pp. G94-106 (Draw Power in particular) before allowing them.

Gasket

(100 points)

Age 35; 4'4", 255 lbs.; a short, heavy dwarf wearing impeccably clean clothing and carrying a small abacus.

ST: 11 [-10] **IQ:** 14 [45] **Speed:** 5.00
DX: 10 [0] **HT:** 10 [0] **Move:** 4
Dodge: 5 **Parry:** 5

Advantages

Damage Resistance 1 [-]; Dwarf (see p. 103) [40]; Extended Lifespan [-]; Extra Encumbrance [-]; Extra Fatigue 2 [-]; Group Skill Bonus (Craft skills) +3 [-]; Hard to Kill +1 [-]; Literacy [10]; Longevity [-]; Magery 2 [25].

Disadvantages

Absent-Mindedness [-15]; Compulsive Behavior (Building siege engines) [-5]; Curious [-5]; Greed [-]; Miserliness [-]; Odious Personal Habit (Arguing) [-5]; Pyromania [-5]; Reduced Move -1 [-]; Stubbornness [-5].

Quirks

Always carries around a little abacus; Has horrible hangovers; Rarely drinks alcohol; "Test fires" all of his creations – many times – with flaming projectiles; Uses Clean spell on his clothes several times a day. [-5]

Racial: Intolerance of orcs; Never shaves beard; Suspicious of elves and goblins. [-]

Skills

Abacus-13 [1]; Armoury/TL3 (specialized in siege engines)-20 / (general)-14† [½]; Axe/Mace-11 [-]; Carpentry-16† [½]; Chemistry/TL3-13 [2]; Cyphering-13 [½]; Engineer/TL3 (Primitive Machines)-13 [2]; Gunner/TL3 (Catapult)-10†† [½]; Mathematics-13 [2]; Mechanic/TL3 (Primitive Machines)-15† [½]; Merchant-14 [-]; Research-13 [1]; Scrounging-13 [½]; Thaumatology-13* [1].

† Includes +3 Group Skill Bonus.

†† Includes +2 for IQ.

Languages

Anglish (native)-14 [0].

Spells* (1 point each, except where noted):

Appotation-14; Clean-14; Find Weakness-14; History-14; Ignite Fire-14; Know Recipe/TL3-14; Locksmith-14; Measurement/TL3-14; Purify Air-14; Rejoin-14; Repair-14; Reshape-14; Restore-14; Seek Earth/Metal-14; Seek Food-14; Seek Water-14; Seeker-14; Shape Earth-14; Sharpen-14; Shatter (VH)-13; Shatterproof-14; Trace-14; Weaken-14.

* Includes +2 for Magery.

Description

GASKET IS A YOUNG dwarf who lives among humans and uses his mundane and magical talents to design and build high-quality siege engines. He's proud of his work, and tells his customers that he won't sell any catapult he that hasn't fired himself. His "proving ground," littered with large stones and splintered trees, seems to bear this out. Gasket also formulates incendiaries to be fired from his catapults. He tests these as well, much to the detriment of the local grass and shrubs.

While Gasket shares the stereotypical dwarven love for gold and craftsmanship, he is most undwarf-like in many other ways. He's not much of a warrior, he's not terribly strong, he doesn't like to drink and



he's rarely – if ever – covered in grease and sweat. His customers are often surprised when they discover that he's a learned and literate wizard whose shop is littered not with tools and sawdust, but elaborate technical drawings, scale models and magic textbooks. Gasket is more likely to be found at a lecture on mathematics, natural philosophy or thaumatology than at a tavern with a mug in his hands, and no one has ever seen him carrying around an axe.

Although Gasket is eminently businesslike, he is nonetheless a tad eccentric. He tends to become obsessed with an idea and argue with anyone who dares challenge it. He'll be this way for days, then suddenly forget all about it and move on to his next obsession. As well, he has an unhealthy fascination with anything that can *shoot* or *burn*. His proving ground is more for his amusement than his customers' satisfaction, and Gasket can be found there daily, spending hours making range calculations on his abacus and testing his math with stones of various weights and shapes.

Gasket is designed for use in a 100-point *Fantasy* campaign. He would be perfectly acceptable as a PC, but he's tied to his business, which limits him to a city-based game. He could also show up as a NPC, commissioned by the PCs to build some huge weapon for the purpose of dragon-slaying, or building "secret weapons" in the employ of some villain. Needless to say, he'll accept any job as long as he's paid in gold! With a few changes, Gasket would also work in a TL5 "steampunk" setting, in which case he would probably be more interested in cannons than catapults.

A summary of the dwarf racial description appears on p. 103 for those who don't have *GURPS Fantasy Folk*.

The Spectre (150 points)

Age 34; 5'10", 155 lbs.; coal-black hair, blue eyes, tanned skin; a masked, mustachioed man who moves with cat-like grace.

ST 10 [0], DX 14 [45], IQ 14 [45], HT 10 [0]

Basic Speed 6.00, Move 6.

Dodge 6, Parry 9.

Advantages: Alertness +1 [5]; Attractive [5]; Charisma +1 [5]; Magery 3 [35]; Reputation (+1 to general public, -2 to lawmen) [0].

Disadvantages: Code of Honor (Gentleman's) [-10]; Enemy (Lawmen; 6 or less) [-10]; Obsession (Pulling off the "perfect" crime) [-5]; Trickster [-15].

Quirks: Always wears a small, black mask; Carries two pistols for spontaneous duels; Keeps his mustache well-groomed; Never shoots to kill; Trophy collector: rarely parts with anything he steals. [-5]

Skills (TL6 where applicable): Acrobatics-13 [2]; Area Knowledge (San Francisco)-14 [1]; Boxing-14 [2]; Climbing-14 [2]; Driving (Automobile)-13 [1]; Filch-13 [1]; Guns (Pistol)-17† [2]; Jumping-14 [1]; Lockpicking-14 [2]; Merchant-12 [½]; Stealth-14 [2]; Streetwise-14 [2]; Swimming-13 [½]; Traps-14 [2].

† Includes +2 for IQ.

Languages: English (native)-14 [0]; Javanese-13 [1].

Spells* (1 point each): Apportation-15; Aura-15; Blur-15; Climbing-15; Continual Light-15; Counterspell-15; Darkness-15; Detect Magic-15; Dispel Magic-15; Far-Hearing-15; Hide-15; Hush-15; Identify Spell-15; Invisibility-15; Keen Ears-15; Keen Eyes-15; Levitation-15; Light-15; Lockmaster-15; Locksmith-15; Mage-Stealth-15; Night Vision-15; No-Smell-15; Purify Air-15; Scryguard-15; See Secrets-15; Seek Earth-15; Seek Water-15; Seeker-15; Silence-15; Sound-15; Sound Vision-15; Wall of Silence-15.

* Includes +3 for Magery.

THE SPECTRE IS A renowned burglar whose skill in the art of thievery is matched only by his panache. Those who've encountered him say that he's a polite and contagiously likeable fellow, even if he is a crook. It appears that he steals for the sheer fun of it, since he'll often pass by a more valuable prize to go after one that's harder to get, and he's never been known to sell what he steals. Rumor has it that he learned the art of invisibility from a witch doctor. The police discount this as rubbish, but credible witnesses claim that he's doffed his cap and vanished into thin air right before their eyes.

Thief

"Set a thief to catch a thief."

— A Hand-book of Proverbs.

POWER CORRUPTS, and magical power is no exception. The wizardly thief is common in fantasy games and literature, except in settings where magic is reserved for the authorities. The archetype is rarely encountered in other types of fiction (like horror), but historically, sorcerers were often assumed to be up to no good. The Aztecs went so far as to assume that any wizard who wasn't a priest was *automatically* a thief!

Sorcery can assist a thief in many ways. First, magic allows him to covertly locate valuables and assess security measures from a safe distance. Next, it permits *exceptionally* stealthy entry and egress, and replaces noisy, heavy or incriminating thieves' tools. Thirdly, it lets the thief deal with magical security systems and spot valuable magic items, both of which are common in fantasy settings. Finally, it is useful for dealing with the trials and tribulations of the criminal lifestyle: eluding law enforcers, selling stolen goods, defending oneself from rivals on the streets, and so on.

This template focuses primarily on burglars – thieves who actually steal things – but "realistic" thieves sometimes engage in sidelines like extortion, gambling and mugging. Adventuring thieves often aren't burglars at all. Instead, they accompany a party of adventurers on "legitimate" expeditions and use their talents for scouting, locating traps and generally dealing with obstacles that require finesse rather than brute force. Most of the spells included in this template have applications in these other areas as well, especially for the creative thief!

Design Notes

Attributes: The wizardly thief needs quick hands and quick wits in equal measure, so we choose DX 13 and IQ 13.

Advantages: The thief must be Literate to learn magic. It's unlikely that he would have to resort to thievery if he were an exceptionally talented mage, so we limit him to Magery 1. Lastly, we offer a choice of advantages that would be useful for any thief, including keen senses (Absolute Direction, Absolute Timing, Acute Senses, Alertness, Night Vision), superior agility (Double-Jointed, Manual Dexterity), and underworld social advantages like Contacts (with organized crime or crooked law enforcers) and Patron (Thieves' Guild).

Disadvantages: Most thieves steal because they want money (Greed), have a psychiatric problem (Kleptomania) or enjoy the thrill (Trickster), so we offer a choice between the three. We then present several other traits common to thieves: Loner, Obsession, Code of Honor and Duty, the last two being most appropriate for gangsters. We also include Poverty, which is often what motivates someone to steal. Finally, we mention some social disadvantages that reflect society's view of thieves: Enemy, bad Reputation, Social Stigma and negative Status.



4Jewel Sothorn (100 points)

Age 18 (body)/33 (mind); 5'4", 116 lbs.; black hair, green eyes, brown skin; slight woman with extensive body piercings.

ST 9 [-10], **DX** 13 [30], **IQ** 14 [45], **HT** 11 [10]

Basic Speed 6.00, Move 6.

Dodge 6, Parry 8.

Advantages: Contact (Musa Khan, black tech dealer; street contact, skill 15, 9 or less, usually reliable) [4]; Magery 1 [15]; Manual Dexterity +2 [6].

Disadvantages: Code of Honor (Pirates') [-5]; Greed [-15]; Loner [-5]; Overconfidence [-10]; Status -1 [-5].

Quirks: Gets a piercing after every successful job; Only steals hardware (not data); Refuses to talk about cloning; Wants to make a reputation for herself; Uses only the most advanced burglars' tools. [-5]

Skills (TL8 where applicable): Area Knowledge (Bangkok Sprawl)-13 [½]; Computer Operation-13 [½]; Driving (Smart-trike)-12 [1]; Electronics Operation (Security Systems)-12 [½]; Fast-Draw (Needler)-12 [½]; Guns (Needler)-15† [1]; Holdout-12 [½]; Intimidation-12 [½]; Karate-12 [2]; Lockpicking-14†† [½]; Merchant-12 [½]; Stealth-13 [2]; Streetwise-13 [1].

† Includes +2 for IQ.

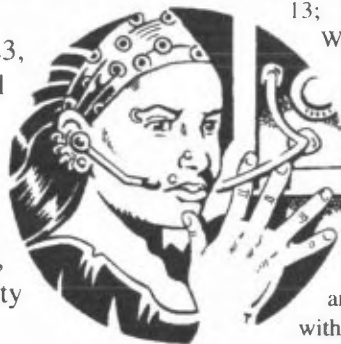
†† Includes +2 for Manual Dexterity.

Languages: Japanese-12 [½]; Mandarin-12 [½]; Thai (native)-14 [0].

Spells* (1 point each, except where noted): Apportation-13; Aura-13; Blur-13; Continual Light-13; Counterspell-13; Darkness-13; Detect Magic-13; Dispel Magic-13; Hide-13; Identify Spell-13; Invisibility-14 [2]; Keen Eyes-13; Light-13; Lockmaster-15 [4]; Locksmith-15 [4]; Measurement-13; Night Vision-13; No-Smell-13; Purify Air-13; Scryguard-13; See Secrets-14 [2]; Seek Earth-13; Seek Water-13; Seeker-13; Wallwalker-13.

* Includes +1 for Magery.

JEWEL SOTHORN was a tech thief who owed much of her success to her policy of using the best tools available. When the Manaclysm awakened magic, she saw it as the latest tool and decided to have a clone grown with the Wiz gene. The first two clones (2Jewel and 3Jewel) weren't viable. 4Jewel was, but the braintape turned out low-res and wiped out much of her skill as a thief. Broke. Jewel had to choose between her birth self and 4Jewel. She chose 4Jewel – younger, and a mage – and learned magic on the street. She is now trying to build her fortune and reputation back up to their former levels.



Primary Skills: The quintessential thief skill is Stealth. A thief must also know his town (Area Knowledge) and the underworld (Streetwise) well enough to locate "jobs."

Secondary Skills: Even a wizardly thief should be skilled at one or more of illegal entry (Climbing, Lockpicking, Starglazing), evading guard animals (Animal Handling) or security systems (Traps), shoplifting (Filch, Holdout), working a crowd (Pickpocket, Shadowing), and getting away (Escape, Running).

Background Skills: We offer a selection of sidelines, including bookmaking (Gambling), confidence scams (Fast-Talk), fencing stolen goods (Merchant), and mugging or protection rackets (Combat/Weapon skills, Intimidation). Skills useful for team work (Gesture) and underworld conspiracy (Hidden Lore) appear here as well.

Spells: The options here each fall into one of four categories:

1. Stealth spells: Blur, Hide, Hush, Invisibility, Mage-Stealth, No-Smell, Scryguard and Silence.
2. Spells used to detect valuables and security measures: Far-Hearing, Glass Wall, Keen Ears, Keen Eyes, Night Vision, See Secrets, Seeker and Sound Vision.
3. Spells that aid illegal entry and robbery: Apportation, Climbing, Levitation, Lockmaster, Locksmith and Wallwalker.
4. Spells for dealing with *magical* traps and loot: Counterspell, Detect Magic, Dispel Magic and Identify Spell.

Thief [100 points]

Attributes: ST 10 [0], DX 13 [30], IQ 13 [30], HT 10 [0].

Advantages: Literacy [10], Magery 1 [15] and 10 points chosen from Absolute Direction [5], Absolute Timing [5], Acute Senses (Hearing, Taste/Smell or Vision) [2/level], Alertness [5/level], Contacts (Police or street), Double-Jointed [5], Manual Dexterity [3/level], Night Vision [10] and Patron (Thieves' Guild, 6 or less) [8].

Disadvantages: One of Greed [-15], Kleptomania [-15] or Trickster [-15], plus -15 points chosen from Code of Honor (Pirates') [-5], Duty (Thieves' Guild, 6 or less) [-2] or (9 or less) [-5], Enemy (Law enforcers, 6 or less) [-10], Loner [-5], Obsession (Pulling off the "perfect" crime, stealing a particular item) [-5 to -15], Reputation, Social Stigma (Outlaw) [-15], Status -1 or -2 [-5 or -10] and Struggling Wealth [-10].

Primary Skills: Area Knowledge (City) (M/E) IQ [1]-13. Stealth (P/A) DX [2]-13, Streetwise (M/A) IQ [2]-13.

Secondary Skills: Any *three* of Holdout, Lockpicking/TL3, Shadowing or Traps/TL3, all (M/A) IQ-1 [1]-12, Animal Handling (M/H) IQ-2 [1]-11, Starglazing (P/E) DX [1]-13, Climbing or Filch, both (P/A) DX-1 [1]-12, Escape or Pickpocket, both (P/H) DX-2 [1]-11, or Running (P/H; HT) HT-2 [1]-8.

Background Skills: A total of 2 points in Combat/Weapon skills, Gesture (M/E), or Fast-Talk, Gambling, Hidden Lore (City Secrets), Intimidation or Merchant, all (M/A).

Spells* (base spell level 12, 11 with VH): One point was spent on each of the following spells:

Air [2]: No-Smell-12, Purify Air-12.

Earth [1]: Seek Earth-12.

Knowledge [5]: Aura-12, Detect Magic-12, Identify Spell-12, See Secrets-12, Seeker-12.

Raif Shadowghost (100 points)

Age 26; 5'8", 145 lbs.; light-brown hair, hazel eyes, pale skin; mischievous-looking young man in tattered clothes.

ST 10 [0], **DX** 13 [30], **IQ** 13 [30], **HT** 10 [0]

Basic Speed 5.75, Move 6.

Dodge 5, Parry 5.

Advantages: Literacy [10]; Magery 1 [15]; Patron (Thieves' Guild, 6 or less) [8].

Disadvantages: Duty (To Thieves' Guild, 9 or less) [-5]; Enemy (The Watch, 6 or less) [-10]; Greed [-15]; Laziness [-10].

Quirks: Dislikes dogs; Likes to party; Practical joker; Tosses coins in the air to ensure they're not fakes made with Create Object; Tries to impress women and rivals by doing tricks or spending money. [-5]

Skills: Acrobatics-13 [4]; Area Knowledge (Sho'joor)-13 [1]; Bard-11 [½]; Carousing-10 [2]; Escape-12 [2]; Fast Talk-12 [1]; Gesture-12 [½]; Holdout-12 [1]; Jumping-13 [1]; Knife-12 [½]; Lockpicking/TL3-12 [1]; Merchant-11 [½]; Occultism-11 [½]; Pick-pocket-13 [4]; Running-8 [1]; Scrounging-12 [½]; Stealth-13 [2]; Streetwise-13 [2]; Throwing-12 [2].

Languages: English (native)-13 [0].

Spells* (1 point each): Apportation-12; Aura-12; Blur-12; Continual Light-12; Counterspell-12; Darkness-12; Detect Magic-12; Dispel Magic-12; Hide-12; Identify Spell-12; Invisibility-12; Keen Eyes-12; Light-12; Lockmaster-12; Locksmith-12; Manipulate-12; Night Vision-12; No-Smell-12; Purify Air-12; Scryguard-12; See Secrets-12; Seek Earth-12; Seek Water-12; Seeker-12; Undo-12.

* Includes +1 for Magery.

THE BASTARD SON of a prostitute, Raif would have ended up in the gutter if it weren't for his magical talent. Thanks to this, the Thieves' Guild recruited him and trained him in magic. Now a journeyman, Raif is always looking for the "big" score, mostly because he's lazy and figures that it would only take a few really big jobs to make him rich. His main weakness is his need to impress others: he'll accept dares that no sane person would. Raif looks out for number one. If he's caught, he'll make any deal to get free. He's not a scrapper and would sooner run away than fight.

Meta-Spells [3]: Counterspell-12, Dispel Magic-12, Scryguard-12.

Movement [3]: Apportation-12, Lockmaster-12, Locksmith-12.

Water [1]: Seek Water-12.

Plus any two of these spells: **Body Control:** Climbing-12; **Knowledge:** Glass Wall-12 or Measurement-12; **Movement:** Levitation-12, Lighten Burden-12, Manipulate-12, Undo-12 or Wallwalker-12.

Finally, one of these two options:

I. Light and Darkness [7]: Blur-12, Continual Light-12, Darkness-12, Hide-12, Invisibility-12, Light-12, Night Vision-12. **Mind Control [1]:** Keen Eyes-12.

II. Mind Control [1]: Keen Ears-12. **Sound [7]:** Far-Hearing-12, Hush-12, Mage-Stealth-12, Silence-12, Sound-12, Sound Vision-12, Wall of Silence-12.

* Spells include +1 for Magery.

Customization Notes

- A thief should *never* take disadvantages like Easy to Read, Guilt Complex, Honesty or Truthfulness.
- Adventuring thieves often focus on Stealth, Traps and "scouting" skills, and have decent levels with Combat/Weapon skills and Outdoor skills instead of Streetwise and "criminal" skills.
- Keep in mind that many spells give *large* bonuses to mundane skills; e.g., the Climbing spell can add +6 to Climbing skill. Hush gives +3 to Stealth, Keen Eyes will add to Traps skill when looking for traps, and Locksmith gives +5 to Lockpicking!
- Like assassins (p. 24) and battle wizards (p. 28), thieves are involved in a high-risk profession. Most thieves will want to raise their favorite spells to high levels, where they can be relied upon in a pinch.

Using This Character

The wizardly thief is eminently suitable for a 100-point fantasy game, provided the GM is willing to permit law-breaking PCs. Since this wizard is doing two jobs at once, he will initially be less effective than a dedicated sorcerer or thief. Don't let this discourage you! The synergy between magic and thieving skills is truly amazing at higher point levels; it only takes a few dozen points for this character type to come into its own. In a 150-point campaign, extra points in DX, IQ and Magery can make this template quite potent right from the start.



Skeevi Tandoori

(150 points)

Age 25; 5'6", 115 lbs.; a goblin woman wearing a belt hung with a bewildering variety of pouches and small tools.

ST: 9 [10] **IQ:** 15 [45] **Speed:** 6.50
DX: 15 [45] **HT:** 11 [10] **Move:** 5
Dodge: 5 **Parry:** 7

Advantages

Absolute Direction [5]; Goblin (see below) [5]; Literacy [10]; Magery 1 [15]; Night Vision [-].

Disadvantages

Chummy [-5]; Curious [-10]; Impulsiveness [-]; Kleptomania [-15]; Obsession (Defeating every lock or trap she comes across) [-5]; Sense of Duty (Friends) [-5].

Quirks

Chatterbox; Insists on being paired with a bigger, stronger partner when sent ahead to scout; Likes dwarves; Loves puzzles of all kinds; Takes offense at being called a thief. [-5]

Skills

Camouflage-14 [½]; Escape-14 [2]; Jeweler/TL3-14 [2]; Lockpicking/TL3-16 [4]; Mechanic/TL3 (Clockwork and gadgets)-15 [2]; Shield-14 [½]; Shortsword-14 [1]; Starglazing-15 [1]; Stealth-15 [2]; Tracking-14 [1]; Traps/TL3-16 [4].

Languages

Anglish (native)-15 [0].

Spells* (1 point each, except where noted):

Apportation-14; Aura-14; Counterspell-14; Detect Magic-14; Dispel Magic-14; Far-Hearing-14; Hush-14; Identify Spell-14; Keen Ears-14; Lockmaster-15 [2]; Locksmith-15 [2]; Mage-Stealth-14; Manipulate-15 [2]; No-Smell-14; Purify Air-14; Scryguard-14; See Secrets-15 [2]; Seek Earth-14; Seek Water-14; Seeker-14; Silence-14; Sound-14; Sound Vision-14; Undo-15 [2]; Wall of Silence-14.

* Includes +1 for Magery.

Equipment

Assorted keys; Belt with many loops and pouches; Iron spikes (4); Jeweler's tools; Leather armor with Deflect +1, Fortify +1 and Lighten (25%) (PD 3, DR 3); Lockpicks; Pot of grease; Powerstone (ST 3); Shortsword (cut 1d-1, imp 1d-2); Small hammer; Small iron crowbar; Small shield with Deflect +1 and Lighten (25%) (PD 3).

Description

AS A CHILD, Skeevi liked to open anything that was locked and *take* whatever she found inside. She was picking locks with a bent nail at age four and had over \$500 in stolen coins under her bed by age six. Since her parents were wealthy merchants who kept a lot of valuables around, this got her into a great deal of trouble around the shop. Eventually, they sent her off to a boarding school to keep her out of the way. The school, being goblin-run, taught magic. Naturally, Skeevi specialized in spells that would let her get into things.

When she finally left school at age 21, Skeevi realized two things. First, that she was a skilled wizardly thief who really liked to steal things. Second, that she was a fundamentally good person who was not cut out



for a life of crime. She resolved this conflict by seeking employment as an "adventuring locksmith," the idea being that she could accompany fortune-seekers and righters of wrongs on their quests, aiding them by opening doors in Evil Dungeons and defeating the fiendish traps laid by Dark Sorcerers.

As luck would have it, a group of "practicals" *did* need someone with Skeevi's skills, and hired her on a trial basis. They were happy with her performance, but discovered that they had to empty her pack every night to reclaim "borrowed" possessions. She was kept on nonetheless, and is now one of the more senior members of the group. In the last few years, she has also branched out into scouting and tracking, where her amazing sense of direction is quite useful. She insists upon being accompanied when she does this due to an incident where an ogre took exception to her rummaging through his pack.

Skeevi is an example of an experienced, 150-point wizardly thief. She would be suitable as a PC in a 150-point *Fantasy* campaign or as an NPC in a lower-powered game, possibly hiring the PCs to accompany her and her companions on some quest that requires extra manpower. A summary of the goblin racial package is included below for those without *GURPS Fantasy Folk*.

Goblin [5 points]

Goblins have green skin, pointed ears, claw-like nails and sharp, white teeth. They are either completely hairless or have dark, wiry hair that grows only on the top of the head. Their heads are elongated, with high foreheads and pointed chins. Height is normal for ST, weight is 10 lbs. less. Goblins have ST -2 [-15], DX +1 [10] and IQ +1 [10]. They have the advantage Night Vision [10] and the disadvantage Impulsiveness [-10]. Most goblins absolutely *love* magic.

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